A NEWSFIELD PUBLICATION
No.77 JUNE 1990
MAGAZINE AND CASSETTE
£1.70

CRASH

SINCLAIR SPECTRUM GAMES

SAM coupé COMPATIBLE



FREE! CHEWY BAR JUST FOR YOU!

Where's the FREE WHAM bar?! Ask at the counter

Export copies have no bar, sorry!

EXCLUSIVE!

TORRICAN

Rainbow Arts' action spectacular!

Where's my great CRASH cassette?!

- FAT WORM BLOWS A SPARKY — elite
- ALPINE GAMES — ATLANTIS
- KEMSHU — cult
- DOOMSKULLE — Power-Tape

Your newsagent is probably keeping it safe for you!

4 GREAT GAMES!

Plus POKEMANIA!

Reviewed!
PIPEMANIA! BOMBER! BLOODWYCH! SONIC BOOM! NINJA SPIRIT! DYNASTY WARS! AMC! KLAX!

GREAT READER OFFER INSIDE!

WIN! A CAMERA! A SAM COUPÉ

06
9 770954 866007


In association with Shoot!
Free superb full colour Wallchart follows all the Fixtures through to the Final
KICK OFF
WORLD CUP YEAR 90 Compilation
TILT D'OR AWARDS 1989
ACE RATED
THE One FOR 16-BIT GAMES
ATARI ST USER
machine STAR PLAYER
AMIGA FORMAT GOLD
YC
YOUR SINCLAIR
C+VG HIT!
TRACK SUIT MANAGER
WITH REAL MATCH TACTICS
Gary Lineker's Hot-Shot!
KICK OFF
The award winning, chart topping and international best selling soccer simulation of all time!
- Best Arcade game 16 bit '89
- Europes best soccer simulation '90
- Elspa game of the year
- 16 bit game of the year!
Emap golden joystick awards
Featuring:- Pixel Perfect passing
Blistering Pace
Superb tacticle play
"Has to be the best football simulation yet" ST USER
"Most playable soccer simulation in binary history" C & VG 88%
"Boots the other football simulations over the cross-bar" Zzap 96%
"Simply the best football sim" New Computer Express
GARY LINEKER'S HOT SHOT
Play in a full scale eleven-a-side football game complete with sliding tackles, throw-ins, corners, goal kicks, fouls and even the dreaded referee with his red card.
Will you have what it takes to match the shooting skills of England's Gary Lineker's Hot Shot.
International Soccer replaces Gary Lineker's Hot Shot on Atari ST and Amiga.
Pack includes:
* 3 Superb Award Winning Games
* Unique Full Colour Wall Chart With the History of the World Cup including Amazing Facts & Figures
* Comprehensive User Guide
* Strategy, Management and Red Hot Action makes this the Ultimate Soccer Experience
TRACKSUIT MANAGER
A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.
You decide the play and enjoy the victories and suffer the defeats...
- Play defense, attacking or man to man marking
- Offside trap, sweeper system or possession football
- Genuine goal-kicks, corners and throw-ins
- Crunching tackles, fouls, penalties, bookings and sendings off
- 54 computer managed squads from around the world all with individual tactics
"The best ever football managerial game ever, in the history of the World" C & VG 9/10
The ultimate management game" Ace Rated 929
"Easily the best of its type" Zzap 64 89%
"The best ever managerial game" Sinclair User Classic 93%
AVAILABLE FOR
ATARI ST AMIGA C64 (CASSETTE + DISK)
AMSTRAD CPC (CASSETTE + DISK)
SPECTRUM (CASSETTE + DISK)
EMPIRE
4 The Stannetts, Laindon North Trade Centre, Basildon, Essex, SS15 6DJ Tel. No. (0268) 541126

CRASH

CONTENTS

GAME *thrills*

HEY, SUCKER!!

You've always been able to read CRASH, and for the last year you've been playing CRASH and now you can EAT the blooming thing! The WHAM bar we've stuck to the cover is our gift to you — because we lurve you, or rather we know what a greedy lot you are. In fact, you've probably scoffed it already. Pigs, the lot of you. You can find out more about the delights of the WHAM bar later on in the mag — along with a really special offer to get a great game cheap! And we thought we'd go with a suitable lead game on the Powertape this month: FAT Worm! Enjoy yourself!

HAPPY BIRTHDAY!! THE POWERTAPE IS ONE YEAR OLD!! AND THE NATION'S STILL PLAYING OUR GAMES!!!

THRILLS ON TAPE!

Where to find your brill thrills!

SIDE A:
FAT WORM BLOWS A SPARKY
ALPINE GAMES

SIDE B:
KEMSHU
DOOMSKULLE
POKEMANIA

Check the inlay for loading instructions

Should your tape prove faulty, send it in its box to:
NEWSFIELD, CRASH TAPE CLINIC JUNE (77), LUDLOW, SHROPSHIRE SY8 1JW
A healthy tape will whizz back to you!

FAT WORM Blows A Sparky

● Wibbly worm action from Elite!

Berrrrlimey! This is it! One of the highest rated games in the history of CRASH!! 95% and no mistake. It used to cost a tenner, but now it's yours for nearly nothing, and it's the completely amazing *Fat Worm Blows A Sparky* — oddest title ever, oddest game ever!!

It's no use hiding the fact that Fatty is the world's most dense worm. And being such, has clearly hit upon the theory that the inside of a **Speccy** is the place where he's least likely to be hassled by blackbirds, robins and the like.



But the inside of the average Spectrum is absolutely crawling with life. **Creeper bugs** buzz around in **Sputniks**, swooping low over the main PCB. The Sputniks, if not dealt with, transform into **Crawlies** which try to attach themselves to Fatty. Just to add to the problems, termite-like Crawlies sometimes erupt from the surface of the PCB and chase him around! Blee!

Fatty's eventual aim in life is to pass on his genes (and we're not talking 501s here!) to another generation. Considering the limited intelligence he has displayed to date, this seems a thoroughly dubious goal. To reproduce, Fatty needs to collect 50 spindles lying around on the PCB. Then he's got to find the disk drive, get all his data copied and clone himself.

The microscopic world of Fatty is a world of bewildering height and depth. What might seem a sliver of silver conductor to you or me is an insurmountable obstacle to him. To get around, he has to be carefully steered up convenient ramps and slid along data buses suspended at dizzying heights above the PCB. All the various bits and blocks scattered around the place are given true perspective, so that, when they're at the centre of the screen, they appear flat. As Fatty moves, and the object approaches the edge of screen, its sides come into view giving an impression of height not unlike flying over a Lilliputian version of New York.

Fatty's fate is sealed if more than four Crawlies hitch a lift on his back, but there are handy debuggers scattered around, and by crawling into them, he can shed any Crawlies picked up. He can also fight back against the Crawlies by using **blaster sparkies** fired horizontally straight from the nose, and by laying **burper sparkies** which wait until a Sputnik is flying overhead and then rise up to eliminate it. Very high-flying Sputniks are, unfortunately, immune. Burpers are also useful for changing direction, and can take out any Crawlies which happen to bump into them.

Extra sparkies are awarded for picking up spindles, and can also be picked up when zipping along the thin data buses. And misfired burper sparkies which end up lying on the PCB can be consumed and regurgitated later.

Mapping is an essential feature to find Fatty's way around the immense circuit, and to help, the game has a small insert map showing some of the nearby obstacles, spindles, and a rough indication of Fatty's present position.

And if you've managed to take that lot in you'll be ready to blow a few sparkies yourself, here's how...

FAT CONTROLS

Control of Fatty (Wormius Enormous) is either by the keyboard (redefinable keys) or using a joystick on a Kempston interface.



ALPINE GAMES

● Winter sport action from Atlantis!

★ It's a funny old world, isn't it viewers? Last month we were shivering our timbers with Elite's *Scuba Dive* and this month we're just plain shivering with *Alpine Games* — a set of five different winter sports!

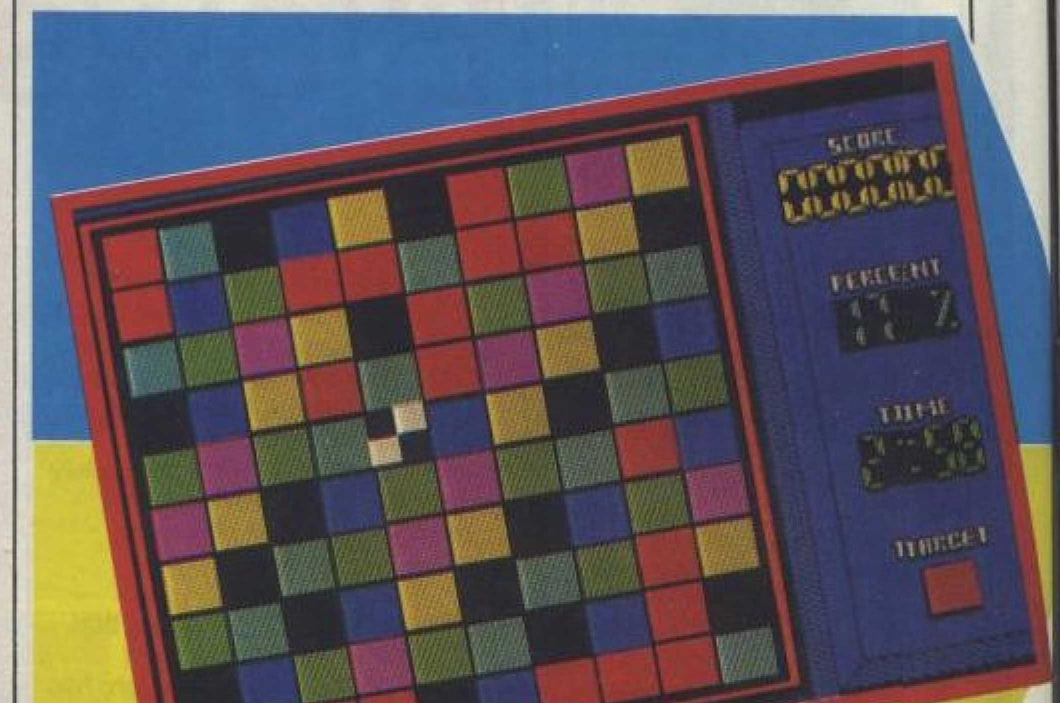
But with all the action and exercise *Alpine Games* offers there's no need to be cold again — you'll be sweating buckets by the time you've completed the five events. So, strap on your ski-goggles and get ready for the first event: **Speed Skating**! Use keys 1 and 2 alternately to slowly and rhythmically build up the speed of your skier. Skate as fast as possible to reach the line inside the qualifying time.

Next up is the **Ski Jump**. Hit the Q key when the power metre (at the bottom right-hand side of the screen) is at maximum level. As the skier lands on the bottom of the ramp, hit the A key to jump. An early or a late jump results in a fall, and we don't want that.

The third event is the **Skiing**. Like speed skating, use keys 1 and 2 alternately to build up your speed, and ski as fast as you can to reach the finish line within the qualifying time. Exhausted yet? You will be! The penultimate event is the **Bob-sled**. The course is viewed from over-head and you use keys Q/up, A/down, O/left, and P/right to steer the sled around the track. Be careful — if you crash you don't qualify for a score.

Finally it's the **Biathlon**. To advance to the targets, press the Q key each time the metre is at maximum. Hit all the targets within the qualifying time to complete the first round of events.

As you progress through *Alpine Games*, each event gets harder. You lose a life every time you fail to qualify in any event and when all your lives have gone, your score and performance figures are given together with details of any medals won. And that's it — go for the gold!



KEMSHU

● **Brain-busting puzzle action from Cult!**

★ ***Kemshu* is a whizzo puzzle game which at the start will have you saying things like 'Blimey, it's a mite confusing and no mistake!', but this could not be further from the truth — it's dead simple! In fact, it's so simple it's confusing! Double-blimey!**

You start off with a square playing area, covered with multi-coloured blocks, and the flashing white thing is your control cursor. So far so good, eh? Now then, the colour block at the bottom of the status panel under the word **Target** is **Your Colour**. The objective is to change the colours of the playing area to Your Colour. To change a square's colour you have to surround it with four of your own colours — one at the top, one at the bottom and one on each side of it.

The rows and columns of coloured blocks can be slid vertically or horizontally by moving the cursor around the screen and then holding fire down and pushing the joystick (or appropriate key) in the direction you want to slide them.

As long as the screen is completed within the time limit you move on to the next puzzle screen — don't forget to check your target colour. It may take a couple of goes to get to grips with *Kemshu* — but once mastered you'll love it! We were playing it for ages here; however, **CRASH** can accept no responsibility for anyone going a bit barmy while playing *Kemshu*. Okay?!

CONTROLS

You can use a joystick, or tackle *Kemshu*'s puzzles using keys, which are: Q/up, A/down, O/left, P/right, M/fire and H/pause.

DOOMSKULLE

● **A graphical extravaganza of an arcade adventure!!**

★ **Prepare yourself for a map attack! Yes, *Doomskulle* is one of those brilliant arcade adventures that is just crying out to be mapped! Well, it does feature 100 graphically brilliant screens and it's great to play! It all comes from CRASH reader** Richard Cowie **from Aberdeen!! Hurrah!**

The *Doomskulle* is a weird and wonderful...erm, thing. But, heck!, it's been shattered into four pieces and those pieces lost within the depths of a dangerous and well spooky forest. Many have tried to collect it before you, but have been killed by the legions of vicious creatures which roam the forest floors, which only resulted in scattering the four pieces further apart from each other.

However, the collection of the *Doomskulle* is not all that your quest involves — a **magic book** must be found if the curse over the forest is to be lifted! Right then, you budding **Indiana Jones**: enter the forest and get on with it.

Objects litter the forest, and if you think one may be of use to you pick it up (by standing on it and pressing fire) and store it for later use . When you reach the location where you think an object should be used drop it (stand still and press fire). If the object can affect something in the location, it will — if not chuck it or store it for another time. For example — to get past the **giant ape** drop some **bananas**.

Extra shots of ammunition and extra lives can be collected by running over the relevant icons. Most of the wild-life is killed off by firing at them — though you'll need a good aim, they move quickly. To fire ammo press FIRE whilst moving in the direction you want to shoot. T'riffic, eh?

YOU'RE DOOMED...

If you don't know the controls! Q/up, A/down, O/left, P/right and SPACE/fire. Maps and solutions to **DJ Nicko's Tips** ASAP!

FUN WITH POKES!

Check out what Graham *Turbo* Mason **has lined for you this cassette!** Nicko **tells all on page 31!**







INTO THE
M C M
There's nowhere to hide from..."SLY SPY"
His calling card is your invitation to dance with danger!
Experience the explosive existence of the secret agent in this arcade action thriller that will leave you gasping for breath!
SLY SPY Secret Agent
DATA EAST
CHASE H.Q.
TAITO
THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET1
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters. Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!
From the Island of Doh to Monster Island you will encounter Doh himself, stinging insects, hideous toy creatures, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore and finally you will enter the world of darkness and its inhabitants!
Featuring all 7 islands and faithfully reproducing the fun and excitement of this monster arcade hit.
RAINBOW ISLANDS
TAITO
*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE, ATARI ST, CBM AMIGA.
*F-29 RETALIATOR ONLY AVAILABLE ON ATARI ST & AMIGA.


M X C
FUTURE...
AKZIDENZ
RETALIATOR
Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out!' Zzap 97%
SHADOW
Warriors
SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops! The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars, now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip, Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable amoury of stunning moves. Take your techniques to the streets
SHADOW WARRIOR...
the hero of the nineties
ECUNDUS
cean
Ocean Software Limited 6 Central Street
Manchester M2 5NS Telephone: 061 832 6633
Telex 669977 OCEANS G Fax 061 834 0650

ARE YOU A PIPEMANIAC?!

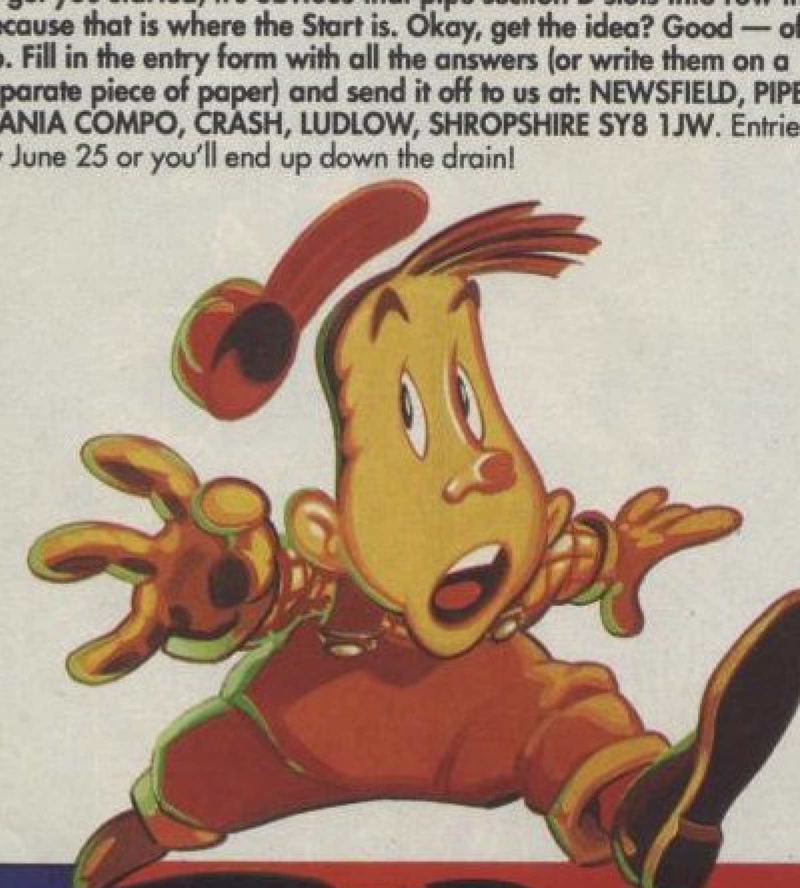
YOU ARE?! YOU COULD WIN A SAM COUPÉ, COPIES OF PIPE MANIA AND T-SHIRTS!!!

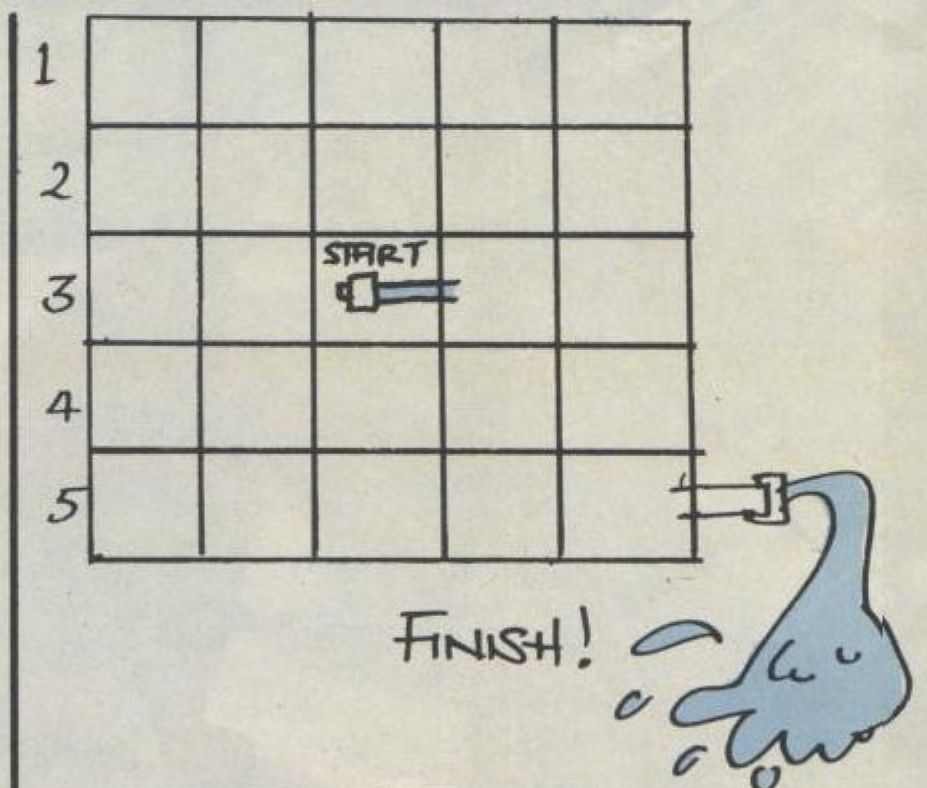
● DON'T GO DOWN THE DRAIN...

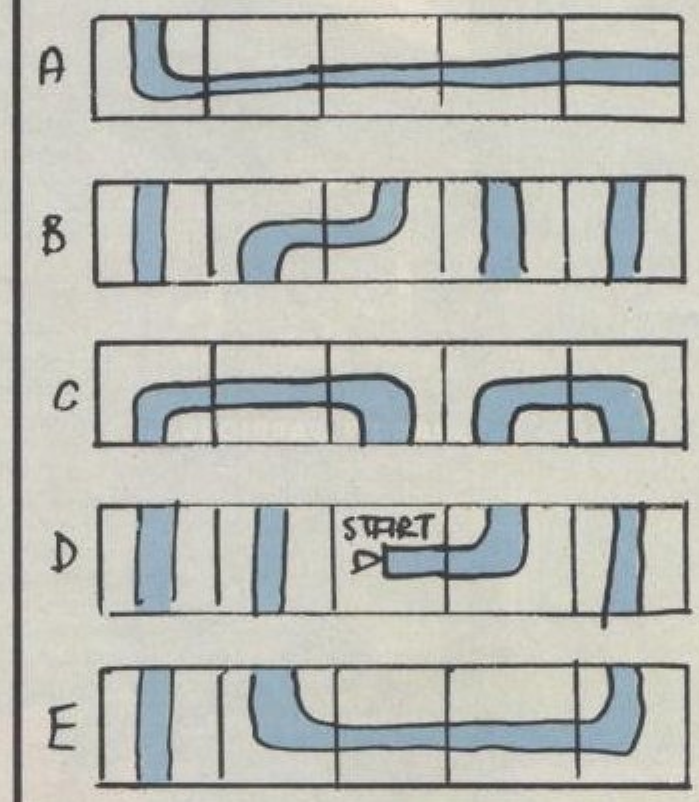
...Get hold of Empire's piping hot puzzle game *Pipe Mania* — it's the wild and wacky plumbing game that'll drive you round the bend! The object of the game is to lay down a series of pipe bits to form one continuous pipeline — but the problem is that someone's already turned on the tap, and the yucky fluid Flooz is hurtling down the pipe!! Can you build enough of the pipeline before the Flooz catches up with you?! If you're the lucky first prize winner in this *Pipe Mania* compo you'll find out soon enough as Empire are giving away a a copy of *Pipe Mania*, a *Pipe Mania* t-shirt and, hey!, a blooming SAM Coupé! Wagga wagga!! And for ten runners-up there's a copy of *Pipe Mania* and a t-shirt each!

● TO WIN...

To be in with a chance of winning you're going to have to do some plumbing — there's a *Pipe Mania* puzzle to solve! See the empty grid, with a start and finish point and rows numbered one to five? Well, it's ready to have a pipe system plumbed into it — one which takes the Flooz from start to finish and goes through every square on the grid. The pipe sections have already been made up into rows (lettered A to E), but which of the pipe rows fit into the five rows on the empty grid? To get you started, it's obvious that pipe section D slots into row three because that is where the Start is. Okay, get the idea? Good — off you go. Fill in the entry form with all the answers (or write them on a separate piece of paper) and send it off to us at: NEWSFIELD, PIPE MANIA COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by June 25 or you'll end up down the drain!



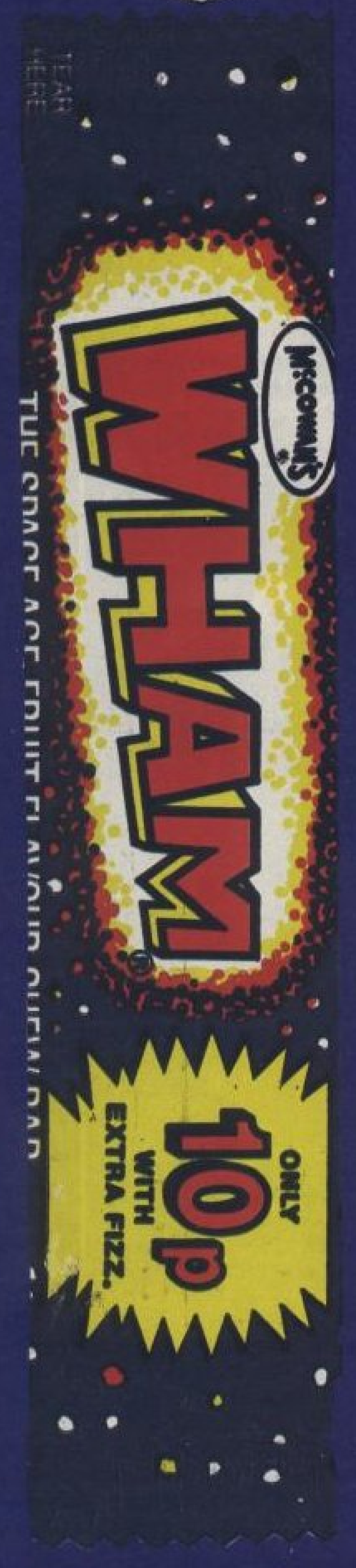




Rightyho — thought you could fox me? Pah! I've worked out that:
PIPE SECTION A SLOTS INTO ROW: ......
PIPE SECTION B SLOTS INTO ROW: ......
PIPE SECTION C SLOTS INTO ROW: ......
PIPE SECTION D SLOTS INTO ROW: Three.
PIPE SECTION E SLOTS INTO ROW: ......

NAME ....
ADDRESS ....
POSTCODE ....

IT'S FAB! IT'S FREE! IT'S FRUITY! IT'S YOUR YUMMY!



Lumme! Strike us down to the cess-pit of the universe if CRASH isn't the most generous blooming Speccy mag around! Not only do we heap four fab games on you each month with the Powertape but now, we also give you something to gobble while knocking the hell outa alien scum!

It's your delectable WHAM bar that's stuck to the cover (unless some tea-leaf has pinched it), and it is indeed the space age fruit-flavoured chew bar! It comes with the compliments of sweet suppliers to the stars McCOWAN'S, who are based in the land of the Haggis, Scotland, and also make DESPERATE DAN, DENNIS THE MENACE, BUSTER, ROY OF THE ROVERS and TANGY bars!

The WHAM bar — it's the sweet with zero amounts of artificial colours and preservatives but tons and tons of flavour! And what rot other confectionary manufacturers talk! Take that choccy bar which claims to be 'the only sweet you can eat between meals without ruining your appetite'! Rubbish! DJ Nicko can eat ten WHAMs in a row and still have enough appetite to scoff a bag o' chips for lunch! And what about the ad which says 'when a snack gap hits, it fits!'. Bull! The WHAM bar fits jolly well, thankyouverymuch — measuring a perfect 140 mm x 35 mm!

There you have it! A well tasty treat that you can scoff at your convenience — don't leave home without one!



FAMOUS WHAMS THROUGH HISTORY

- **WHAM!:** This is what happened when the old 60s Batman gave undesirables a thick ear. The Wham! flash co-starred with other fondly remembered exclamations such as Kerpow! and Thwack! Though all one gathers from the recent movie is 'not to rub another man's rhubarb'. Oh dear.
- **WHAM!:** The pop group. Oh! How they stormed the hit parade through the 80s with such melodious tunes as *Wake Me Up Before You Go-Go*, *Wham Rap*, *Young Guns* and many, many more. Then **George Michael** (the good-looking one) started singing about *Careless Whispers* on his own and, blam!, **Wham!** were no more. **Andrew Ridgely** popped up again a few months back with the so-called 'song' *Shake* which didn't quite storm the charts. Oh dear.
- **WHAM:** as in 'Wham, bam thank you ma'm'. The phrase one says politely to the Queen after being Knighted (are you quite sure about this one? —Ed). Oh dear.
- **WHAM:** The yummy scrummy chewy bar. A firm favourite with everyone, in fact it's so famous it's stuck to the cover of this month's **CRASH**! Hurrah!

NEXT MONTH!

MORE FOR YOU TO CHEW!!

If you've scoffed your **WHAM** bar your gob should now be in shape for the **EXTRA FREE** gift we and **McCOWAN'S** have lined up for you next month! Yes, stuck to next month's **CRASH** cover is a snazzy **DESPERATE DAN BAR** — it's a mighty fine orange-flavoured chew with black sugar crystals! Don't miss out! The next issue of **CRASH** is on-sale **JUNE 24**!!

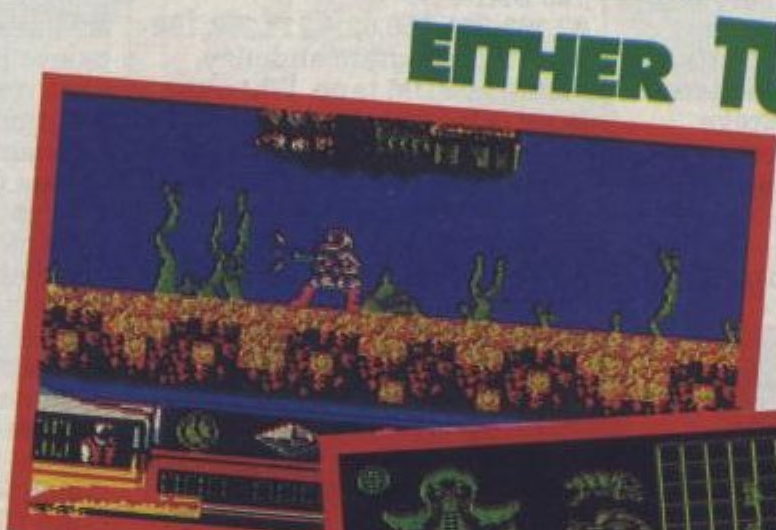


EAT YOUR WHAM THE CRASH WAY!

COLLECT FIVE WHAM WRAPPERS AND SAVE £££s ON A GAME!!!

It's true! Scoffing WHAM bars can save you money! And here's how: collect five WHAM wrappers (you already have one) and send them to us and we'll let you have CRASH Smash *Turrican* for just £5.50 or *X-Out* for only £5.00!! That's almost half price!!! Berlimey!
Turrican is the mega-blaster from **Rainbow Arts** which graces this month's front cover. It's a wicked shoot 'em up as you take Turrican through many levels dealing out death to aliens! Check out the full review on page 41.
X-Out is another whizzy shoot 'em up from **Rainbow Arts** (reviewed in issue 73) where you take control of a submarine battling with underwater forces. **Mark Caswell** said 'It's one hell of a game to get through!!'.
You can't afford to miss this offer — hurry up scoff four more **McCOWAN'S WHAM** bars, or six more if you want **both** games cheap, and get the order form in the post today!!

EITHER TURRICAN





OR X-OUT OR BOTH!

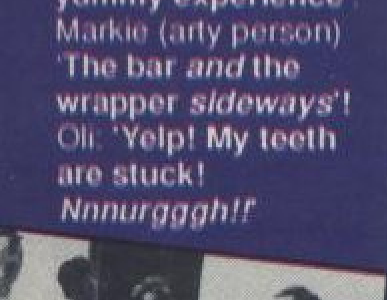




'Nick, Nick — look it, look it! Mine stretches *far!!*'. Nicko: 'SLURP'!!



Nicko: 'Mmmmm, you just can't beat a WHAM bar for that yummy experience'. Markie (arty person) 'The bar *and* the wrapper *sideways*'! Oli: 'Yelp! My teeth are stuck! *Nnnurgggh!!*'



Everyone: '*Nnnuurrrrgghhh!!!*'

CRASH/WHAM BAR OFFER: ORDER FORM

I enclose **FIVE WHAM** bar wrappers as proof of purchase and the correct amount of money for:

- ■ **£5.50 for *TURRICAN* (Speccy cassette)**
- ■ **£5.00 for *X-OUT* (Speccy cassette)**

Or TEN WHAM bar wrappers and the correct money for both games.

- ■ **£10.50 for *TURRICAN* and *X-OUT***

Method of payment (delete as appropriate):

- ❑ CHEQUE
- ❑ POSTAL ORDER
- ❑ ACCESS
- ❑ VISA

CREDIT CARD NUMBER ....

EXPIRY DATE ....

SIGNATURE ....

Name ....

Address..............................

..............................**Postcode**..............................

Make cheques payable to CRASH Ltd. Send this form to NEWSFIELD, WHAM BAR/RAINBOW ARTS OFFER, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Do not send cash. Please allow 28 days for delivery. Enquiries: 0584 875851

PLEASE MR. NEWSAGENT!

Dear Newsagent
Please reserve a copy of CRASH issue 78 (JULY) for me as I don't want to miss out on my FREE McCOWAN'S DESPERATE DAN chewwy bar and games tape. It's on-sale JUNE 24.

Signed ....

Name ....

Address..............................

....

Postcode..............................

Newsagents: **CRASH** is published by Newsfield Publications and is distributed by COMAG.

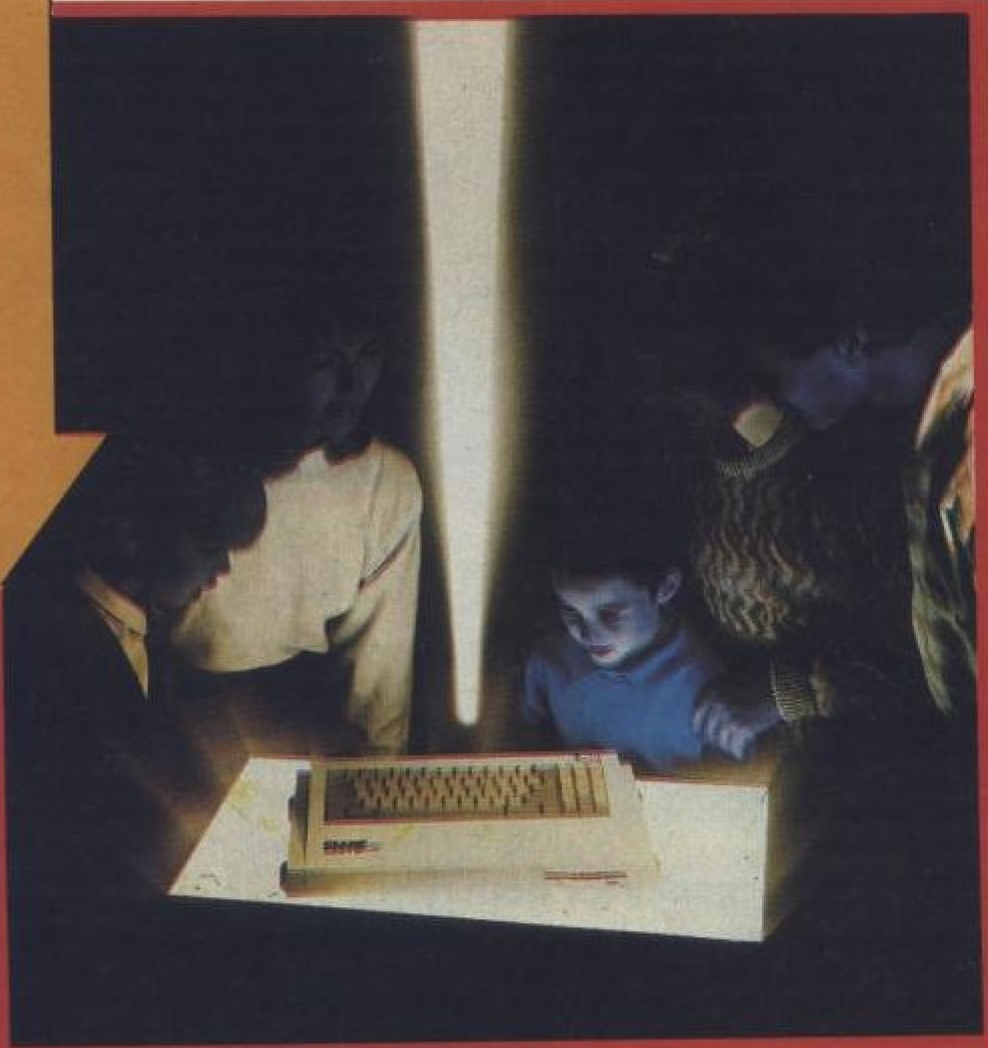
LLOYD MANGRAM'S SAM COUPÉ FORUM

Loads of letters have poured into the Sam Forum this month, many on the subject of compatibility, and four people wrote in with a helpful listing which should help improve SAM compatibility with Speccy games! So, a very big hand for Dave Wood from Cleethorpes, Ersin Mustafa from London, Colin Henderson from Blanefield and Steve Summerskill from West Yorkshire who have all provided this listing...

■ First you'll need to get hold of a Speccy. On the Speccy type SAVE "48K ROM" CODE 0,16384 — this saves the Speccy ROM to tape. Then go back to the Coupé and type in the following program:

```
100 SAM COUPE ZX BASIC
LOADER
120 CLEAR 49999: LOAD ""
CODE 65536
130 FOR A + 50000 TO 50008
140 READ N: POKE A,N
150 NEXT A
160 CALL 50000
190 DATA
62,163,211,250,62,4,211,252,199
```

RUN this program and play your 48K ROM tape. When the ROM is loaded the screen wipes and there you have it — the faithful 1982 SINCLAIR RESEARCH screen. Be warned — the Coupé keyboard now operates just like a rubber-keyed 48K. So to LOAD type J and then SYMBOL PP. To delete type SHIFT 0. The Speccy games may play slightly faster. If you have a disk drive change line 120 to:
120 CLEAR 49999: LOAD "48K ROM" 65536,120000
And then SAVE this program to disc. Save the ROM to the address 65535,120000. If you save the program with a LINE 10 command and then reload it, it will autorun. Simple!



```
00010 ;SC_ASSEMBLER   Specially written for the SAM COUPE
00020 ;works with 1 or 2 Disc Drives & Printer   (but not Tape)
00030 ;SC_Assembler  features a friendly 64 column Editor System
00040 ;designed to make entering & editing lines  quick & easily
00050laBel:SBchL,De    ;typing this out would be reprinted as:-
00050        label: SBC  HL,DE ; no need for tabbing & fields
00060 ;text may be entered anywhere on the screen, you can also
00070 ;bring lines & blocks of lines from top & bottom of screen
00080 ;with function keys (which doubles up as a number keypad)
00090 ;SC_Assembler is able to store 96K of Source, but as source
00100 ;is stored tokenised it can really hold 192K compared to
00110 ;other Spectrum Assemblers.  With all this memory available
00120 ;on the SAM you can store upto 10,000 source lines, that's
00130 ;enough to Assemble 20K of code.
00140 ;Assembling code is backed up by  30 worded error messages
00150 ;On "pass 1"  you are provided with info on where the code
00160 ;starts, ends and length of code before going onto "pass 2"
00170 ;the graphic bar on the right shows you how much memory is
00180 ;left for source, which is always being constantly updated.
00190 ;there is also a Disassembler and much more.
00200 ;SC_ASSEMBLER costs  £10 available from:- STEVE'S SOFTWARE
00210 ;7 NARROW CLOSE, HISTON, CAMBRIDGE, CB4 4XX.
00220 ;Please make cheques payable to MR S J NUTTING
```

■ I have managed to load games published by Ocean. First, load the emulator program, and select the patch program by pressing P. Next choose OPTION 4 on the menu (it's just like Pokemania!), then play the tape from the beginning. Using this method I have tried *Batman — the Movie*, *Chase HQ*, *The Untouchables*, *Op Thunderbolt* and *Rainbow Islands* and they all load! Of course, it's the 48K version which loads.
Colin Chapman, Selkirk, Scotland.

The feeling I get from all your Coupé letters is the same feeling I had years ago when CRASH began — the excitement of a new machine and all the possibilities you're exploring! Keep your thoughts and tips coming to: NEWSFIELD, LLOYD'S SAM FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

NEWS UPDATE

It looks like **Thalamus'** *Delta Charge!* (reviewed last month) was the first Speccy game ever released which actually made sure it was SAM Coupé compatible. Cool History in the making, or what?

Lerm Software has announced two programs for the SAM Coupé: the *SAM Assembler* and the *SAMtape*. The Assembler is designed to be easy to use, featuring a full-screen editor so you type in your machine code just like a word processor. It's also quick and lives in the bottom half of the Coupé's memory leaving you 32K for source code. The Assembler costs £8.99 and **Lerm** is already working on an updated version.

The *SAMtape* is designed for tape to disk transfer of your fave Speccy software onto the Coupé, working effectively like a Multiface. It costs £8.99 and full details on both can be obtained from: **Lerm Software, 11 Beaconsfield Close, Whitely Bay, Tyne And Wear NE25 9UW.**

Special SAM Coupé software coming soon includes: *Football Director II* from **D&H Games**, *Tasword* the word processor; a trio of games from **Players**, and **MGT** have teamed up with **US Gold** and **Ocean** to make sure all recent releases, such as *Turbo OutRun* and *Batman — the Movie* are fully compatible. Details on all soon.

Another SAM Coupé fanzine has been launched — the latest one is called **RGB Coupé** and comes out every month featuring software reviews, hardware news, articles and features all about the Coupé. Information from: **RGB Coupé, 12 Oakfield Avenue, Birstall, Leicester LE4 3DQ.**

Thanks to eager beaver readers who have been testing games, CRASH can now present a list of even more Speccy games which are SAM Coupé compatible. From Jonathan Langford **of Kings Norton, Birmingham:** *Boulderdash, Commando, Barbarian, Starion, Cop Out, Cybernoid, Grand Prix Sim, Stunt Car Racer, Knightmare, International Karate Plus, Foxx Fights Back, Mrs PacMan, Sacred Armour of Antiriad, Jack The Nipper, Xor, Firetrap, Sidewalk, Draconus, Nebulus.* **From** John F Guthrie **in Bolton:** *Anarchy, Arcadia, Bosconian, Die Alien Slime, Draughts Genius, Gregory Loses His Clock, Guardian II, Jet Pac, Joe Blade 1, 2 and 3, Motos, Nonterraqueous, Ricochet, Scumball, Tanium, Viper III, Micronaut One, Quondam, One Man and his Droid, Ultimate Warrior.* **From M Bell and J Spence in Stockport:** *Ghouls 'n' Ghosts, Aliens, Rainbow Islands, Dizzy III, Project Stealth Fighter.* **Big hurrahs for you three. HURRAH!!**

TYPE-INS

With so little Coupé specific software around we thought you'd like to have a go at these type-in listings sent in by Brendon McKean. ***Tube*** **draws a colourful worm (ugh!) and** ***Twist*** **draws something like a fan (not the football type!). If you have a quickie you reckon is better, why not send it in to: NEWSFIELD, SAM TYPE-INS, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Remember — keep the listings short!**

```
TUBE
10 LET P=1: FOR X = 1 TO 2!07
STEP 3: LET P=(P+1) MOD 1!5+1
20 FOR G=1 TO 4: CIRCLE PPEN
P;X, (9*SIN(X/7)+88),X/5+G
30 NEXT G: NEXT X
TWIST
10 PLOT 127,87:CSIZE 8,8
20 LET A+.9,A +0
30 FOR Z=0 TO 2226 STEP
PI/2+0.1
40 LET A=A+0.5 IF A>= 15 THEN
LET A=A-14
50 LET Q=Q+.06
60 LET X =(86-Q)*SIN Z+1227
70 LET Y = (86-Q)*COS Z+887
80 DRAW TO PEN INT A; X;,Y
90 NEXT Z
100 FOR X=0 TO 114: FOR: G=0
TO 13: PALETTE G+1, (X+6))
110 NEXT G: NEXT X: GOTCO 100
```

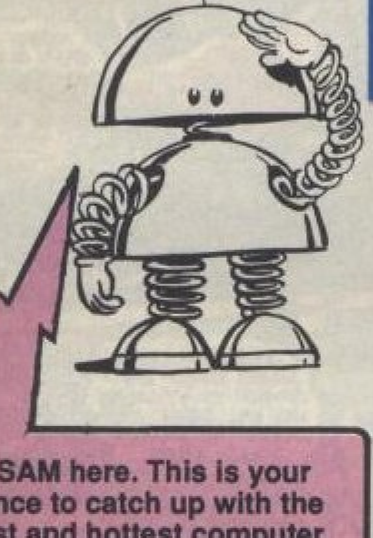
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LIVE CIRCUIT

The Campaign For Mangram To Get A Shiny New Desk **is not doing as well as one would have hoped. The fund has raised the paltry sum of £00.04p (*Those Who Must Be Obeyed* didn't let me keep last month's £40 prize). Four measly pence, and that's only from raiding the change pocket on the drinks machine. Any *Letter of the Month* bribes... erm, contributions would be most welcome. And so, onto the forum answered from ye olde tattye desk. This month's *Letter of the Month* winner is Patricia Reeve from Petersfield who wins £40 worth of software! You too could be winner by penning a great letter, send your missives to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.**

SQUASHED GRANNY

Dear Lloyd
That's it, I'm fed up and going out to shoot myself in the left foot as soon as poss. Here am I, a reasonably intelligent and mature lady, who could tell you the chemical symbol for silver without looking it up, knows what 'strange' and 'charming' particles are (do you?) and never breaks the yokes of eggs. I can drive lorries, answer ten questions on 'Mastermind' and find a pair of matching socks in my son's room _ quite a competent lady you will surely agree. Well, that was yesterday. Today I am totally deflated, squashed flatter than a bug on a bat and with zero confidence. Reason? You — or rather you and your adventure game *Karyssia*.
Let me explain, for two (ish) years I've had a **48K Speccy**, which was given to me with a couple of games. They weren't very interesting games so I didn't bother with that side of things and got on with trying to learn how the programming worked. Well, recently two (ish) years of being poked and pushed about took it's toll and the Speccy announced its retirement, so I cast about and pretty soon found a **128+2** (yahooo!!) with quite a few games to boot. Some of them were quite good, so I started trying to win, and got hooked.... that was in February.
Two editions of **CRASH** later, and about 40+ games further along I have yet to win a single game! *Karyssia Part One* is typical of my non—progress. All I managed to do there is find **loinmar**, pinch the mayor's goodies (not a very honest hero are we!) and get lost, wandering around the woods meeting uncooperative brokers, rude bowmen, locked doors and dangerous lakes. Then you lot show me how it's done on CRASH (April) and I can see how dim I've been. I guess you



need a special way of thinking, which I clearly do not possess.
Yours, One squashed granny.
Patricia Reeve, Petersfield GU32 2HL.

That special way of thinking is known as *Being A Little On The Potty Side*. This state of mind usually takes a few years of rigourous games playing to develop, though DJ Nicko **achieved it in a surprisingly short amount of time. You are obviously far too clever, anyone who can find a matching pair of socks must be, so here _ have £40 worth of software, just a bit more games playing should help!**
LM

WHERE THEY GONE?

Dear Lloyd
The reason for my writing was to give this list of games that were previewed between may 1989 and February 1990 and until April have not been reviewed.
Please explain what happened to them. They are:
May — *Outrun Europa*
June — *Nightbreed*
August — *Garfield: Winter's Tail, Lone Wolf: The Mirror of Death, Bloodwych*
October — *Vendetta, International Drugs Bust*
November — *Beach Volley*
December — *Crossbow: The Legend of William Tell*
January —*Crackdown, Snoopy* (this even has had a solution), *Darius+*
February — *Emlyn Hughes' Arcade Quiz, Cyberball*
Will they appear? Will they not?
Andrew S Collier, Bolton BL3 4LG.

Right, *Outrun Europa* eventually became *Turbo Outrun, Nightbreed* is due for September, *Garfield* we haven't seen, *Lone Wolf* has been delayed indefinitely, *Bloodwych* is here, *Vendetta* is 'soon', dunno about *Drugs Bust, Beach Volley* was cancelled for being a bit crap, *Crossbow* _ dunno, *Crackdown* is out!, *Snoopy* and *Darius Plus* haven't been seen, *Emlyn Hughes' Arcade Quiz* is a while off and *Cyberball* is out! Satisified?
LM

FINDING HISTORY

Dear Lloyd
Knowing how clever you are (ha ha) I need your help in locating some games. Back in 1984, May issue 4 of **CRASH** you had printed a guide to Spectrum games, I am trying to find out if I can still get hold of these games.
1. *Inheritance* by **Simon Hessel** 48K Spec
2. *Great Britain Ltd* by **Simon Hessel** 48K Spec
3. *1984* by **Incentive** 48K Spec
4. *Millionaire* by **Incentive** 48K Spec
At one time or another I have played these games, but six years
on, I don't have any of these, can you tell me, is there anywhere I can get hold of them.
Oh clever one please tell me.
Martin Rollett, Leeds LS1 2HQ.

***1984* and *Millionaire* can still be obtained from** Incentive Software, Zephyr One, Calleva Park, Aldermaston, Berkshire RG7 4QW. **Haven't got a clue about the other two _ can any readers help?**
LM

PRINTER PLEA

Dear Lloyd
I have a **Citizen 120—D dot matrix printer** and a **+3 Speccy**. My problem is that I can't get **LPRINT** to work. I use the *Artist II* (on +3 disk) and a **Kempston** mouse to draw, etc. but to print a screen I have to SAVE it, reset the +3, and COPY it, with:
Load "Filename" screen #:
copy which doesn't print the screen very well. What interface do I need, or do I need a program? The cable I'm using at the moment is plugged straight into the back of +3, in the PRINTER socket.
S Wilson, Warndon WR4 9JH.

I'm afraid I can't be of much help here, but anyone with some advice for Mr Wilson can write in...
LM

WANT, WANT, WANT

Dear Lloyd
I get:
1. Speccy +3
2. Cassette lead
3. +3 disks
4. Light pen
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1. Educational Software (under 4's)
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CRASH JUNE

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5. You receive all copyright.
Richard J Moore (age 10), Blackburn BB2 5DX.

I get: the picture. You get: thick ear.
LM

NOT SO CONSOLE CRAZY

Dear Lloyd
On the 25th December 1989. I received a **Sega Master System** with three games. The old **Speccy** was put away, and most of the games were sold (sniff, sniff). I enjoyed this new console, but after a while the games became boring, and I had to fork out **£30** to buy a new game. Soon I grew bored of that, and became depressed. I decided to go deep into the loft, and recover the two year old Speccy and the few games I had.
I wired it up and loaded up *R—Type*: the enjoyment of games immediately came back. With only eight games I spent £1.70 on my old mag (which had changed somewhat) **CRASH**. Now with four new wholesome games, I played for ages. The problem now was what to do with my Sega, the loft found the answer. The moral of this story is stuff expensive consoles, when you can have a Speccy.
Simon Jones, Eastleigh SO5 7EZ.

Exactly _ there's more gameplay in Speccy games than you'll ever find in a console!
LM

BOREDOM RELIEF

Dear Lloyd
I would like to praise you on the formula for the mag. While I was on the dole last year, it was nice to be able to buy a mag plus games for one price, not only that but four games which help relieve the boredom of staying at home with no money for anything else.
Now I am back in work and can buy new games, I still support my favourite mag because of the good selection of articles, the silliness of *Jetman* (which has a cult following around my works) and the very helpful tips and cheats section. Far too often other mags are too expensive and boring, and somewhat biased in their outlook.
Keep up the good work, and once again I thank you on my, and many others, behalf who I know are still on the dole but can still enjoy computing thanks to yourselves.
Yours forever a fan
Colin Skilton, Dorking RH4 2QD.

Thanks, it makes it all worthwhile when you get a letter like this. And now this month, should anyone be going hungry at the mo, there's a chewy bar too! In the future we hope to be cover—mounting Range Rovers for people who can't afford British Rail's expensive fares. Oh, and I've passed your query about the game *Rockfall* onto Ian Collier, the author, who has coincidentally penned the next letter.
LM

ROCKFALL 2?

Dear Lloyd
I'm writing this letter because I'm glad you liked my game *Rockfall*. My brother thinks it would be a good idea to have a *Rockfall 2* with levels sent in by readers. Do you?

LIVE CIRCUIT

(suggested guide lines:)
a. each level to be drawn on squared paper inside a rectangle measuring 64 squares across, 32 squares down.
b. each level should be surrounded by outer walls and may contain any graphic you see in the game, but there should be exactly one main character one exit.
Suggested backgrounds are i) all grass
ii) black
iii) grass with a random scattering of rocks (what a lot of numbering systems!)
c. I don't want to be a judge!
Ian Collier, Oxford OX1 4AW.

Yes _ why not? If you've got any ideas for a Rockfall 2 game, send them in and we'll take a look.
LM

Well, that's it for this month, and what an interesting bunch of letters they are! Remember, be outrageous, controversial and intelligent if you want to win £40!

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ATTENTION: **DANIEL ROBERTS** of SOLIHULL and **MATTHEW WEINEL** of SHERBOURNE, DORSET!! Could you both please drop **Viv Vickress** here at CRASH a line we've lost your addresses!!!!

CAN SPEAK TO MEL CROUCHER!

● Not content with assaulting everyone with the written word **Mel Croucher** (he of the **SAM Coupé** manual, many **CRASH** features and all round entertainer) can now be listened to on the blower! *The Mel Croucher Computer Fun Line* was launched a while ago and offers information and heaps of fun on all computer things. You can listen to his deranged



ramblings by dialling **0898 299399** (calls cost 25p per minute cheap rate and 38p per minute at all other times). A new three-minute show is on-air every week and promises heaps of fun for all the family!



A GRAND SLAM FOR ENGLAND

● Just in time for the **World Cup** (Oh no! Here we go again! —Ed) **Grandslam** is releasing a footy game with a licence deal tied up with the **England** team. Players can select their squad from 22 different footballers such as **John Barnes** or **Bryan Robson**, and take the team through to win the World Cup — just like England will in a couple of months (Hem, hem).

GAMING FOR CHARITY

● There's an exciting event happening in **Hull** on the weekend of **June 30 and July 1** — it's the **Compute For Charity** exhibition. Everyone from retailers to the big software houses such as **Ocean** will be there, and competitions from **US Gold** and **Psygnosis** are planned too! The objective is to raise money not only for the **BBC's Children In Need** appeal but also for a donation towards the **Portobello Scout Group** mini-bus appeal, and to provide a computer for **Kingston Special Needs Scout Group. Compute For Charity** admission prices are £1 for adults, 50p for children and **Blue Peter** badge holders get in free! Doors open at 10am both days, so if you're in Hull that weekend the place to be is: **The Portobello Hall, The Broadway, Holderness Road, Hull.**

LIVE CIRCUIT ★

BARGAIN HUNTING

● The last two **All Format Computer Fairs** have been so popular that yet another is planned!! On the weekend of June 9 and 10 the doors of the **New Hall of the Royal Horticultural Society, Greycoat and Elverton Streets, Westminster, London** fly open at 10am allowing bargain hunters in to a computer paradise (as long as they've paid the £3 admission fee).

MENZIES GET SAM COUPÉ

● If you haven't already got your **SAM Coupé** you can now run along to your local **Menzies** and check it out. Menzies, convinced that there will be high sales of the Coupé, have decided to support it while chucking the **Atari ST** and **Speccy** (!!!!) out. Awww, the rotters!

FORGOTTEN AGAIN!

● Following *Dark Century* (see previews) **Titus**' next project on the **Spectrum** will be *Fire And Forget II*. As the driver of an all powerful combat vehicle you chase and blow the socks off a vicious gang of terrorists. But this isn't any old vehicle you've got your hands on, because with a flip of a switch you take to the air and fly around. This all sounds great fun, expect a preview very soon.

BUILDING LARKS, AHOY!

● Ever fancied building your own town or city, well very soon you'll be able to do just that! **Infogrames**' *Sim City* is coming to the Speccy. You become a Mayor/City Planner who must keep all of the people happy all of the time, and so builds plenty of houses, recreational areas and parks, but must keep crime and pollution down. But if the population isn't already restless enough, Mother Nature occasionally takes a hand with earthquakes, tidal waves and various other natural disasters. If you fancy yourself as a bit of a dab hand at the DIY building game watch out for *Sim City* from **Infogrames** very soon.

ARCADE SNIPPETS

■ **US Gold** have signed up **Capcom**'s *UN Squadron*, the one or two player horizontally scrolling shoot-'em-up battle against crime cartel **Project 4**.

LIVE CIRCUIT

Pick a character out of three, pilot a craft out of three, then destroy the heavily defended base! Heavy, man...

■ **Activision** are busy bees too: hot on the heels of *Ninja Spirit*, *Dragon Breed* and *R-Type II* comes *Atomic Robo Kid*. Based on the **Irem** coin-op, it gets you playing a small robotic hero who must survive wave after wave of robophobic creatures. Where's the spirit of glasnost?

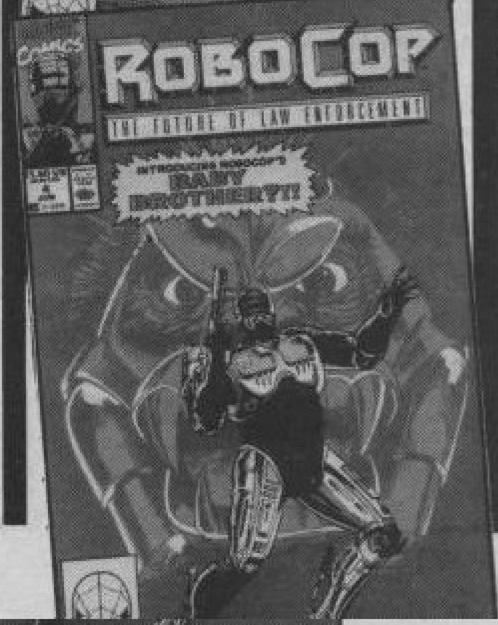
COMIX

Mark Caswell unearths more strippy delights...

The Spectacular Spider-Man
Marvel, 70p Monthly

● From bats to creepy crawlies this month! Everyone's favourite web slinger, **Mr Parker**. It's amazing, the amount of comics available: *Spectacular Spider-Man*, *Amazing Spider-Man*, *Web Of Spider-Man* and *Marvel Tales*





(reprints of old *Spectacular* and *Amazing* stories) and the soon to be released *Spider-Man*, written and inked by **Todd** 'major weirdness' **McFarlaine**.
This month's tale sees Spidey's old foe, **The Beetle** released from jail with a not surprising fear of super heroes, especially a certain arachnid. A man known only as **The Arranger** wants the web slinger dead, but Beetle refuses the offer, and The Arranger is forced into contriving a fight between the two: who will win? Will Spiderman succumb? One of the weakest stories for a while. Writers seem to be hard pushed for new ideas. Disappointing.

ROBOCOP
Marvel, £1.05, Monthly

● Movie *Robocop 2* is in production, and in the meantime the further adventures of the No1 cop of the future are here. **OCP**'s dream city is almost complete and **Old Detroit** is demolished to make way for **Delta City**. While the skyline changes one thing remains the same: half a ton of titanium steel with a human brain and computer-fast reactions patrols the streets. **Robocop** is after **Cybex**, cybernetic genius designer of Delta City, now insane. Robocop isn't the only one who wants Cybex — mysterious **Darkstone** has brainwashed an assassin-for-hire and sent him to Cybex's lair. Problems for both Robocop and the assassin appear in the shape of cybernetic apes. One huge specimen captures Cop and — well read it yourself!
The comic brilliantly captures the grim and brooding atmosphere of Old Detroit — I just hope the second cinematic outing is as good. Script writer **Alan Grant** of **2000 AD fame, along with Lee Sullivan** and **Kim DeMulder**, has come up with a winner.

LIVE CIRCUIT



THE NEW EAGLE

Fleetway, 45p, Weekly

Old stalwart **Eagle** has just undergone a re-vamp. It's now on glossy paper with more colour than ever. Pilot of the Future **Dan Dare** is centre stage again, sporting new uniforms, weapons and spaceship, the **Eagle**. Rumours have it he's turned vegetarian — and will get married! Heroes don't get married!

The weekly sports strips on horror, urban survival, and of special interest, computers: **Computer Warrior** pits your typical boy next door against real life scenarios from current games. Nicely drawn, — and a dangerous experience! Check this out now.

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● FANZINES

Issues 1 + 2 of Spec Mag, the magazine on tape, are now available. £1.50 gets you interviews, reviews, previews, pokes, games plus lots more. Send cash/cheques/PO's to C. Lambert, 3 Howburn Crescent, Pegswood, Morpeth, Northumberland NE61 6RX.

● MISCELLANEOUS

The final ad for "G.P. Riders" - 100% menu driven strategy + free screen gallery! Still available: "Knockout" - 1 or 2 player boxing sim + strategy; "Spi-Droid" - addictive "Spindizzy" clone: £2.99 each, any 2: £4.99. All 3: £6.99 (cassette). Coming soon: GTi Simulator: V. Vity, (CR 77), 11 Willow Gr., Bare, Bare, Morecambe, Lancs.

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+3 owners! Vinsoft/Gladius's games are all now available on +3 disk! "Knockout", "G.P. Riders", "Spi Droid", "Fruit Machine" - £4.99 each! Any 2: £6.99! Any 3: £8.99! All 4: £10.99!! "Laser War": £6.99! "Soccer Manager": £6.99! - both: £10.99!! V. Vity, (CR 77), 11 Willow Gr., Bare, Morecambe, Lancs.

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END OF THE LINE!

Sorry, folks, CRASH is discontinuing its Classified Section.
In an effort to back ELSPA, the European Leisure Software Publishers' Association, and FAST, Federation Against Software Theft, in their very worthwhile fight against software piracy (grrrr!), NEWSFIELD has regrettably decided that too many ads which are potentially peddling pirated tapes are getting onto the pages of your fave mag.
It's difficult for us to safely judge the honest intentions of an ad, and while we know 99% of CRASH readers are nice anti-piracy kids and don't want to hurt their feelings, we're sure you'd all agree to the motto better safe than sorry. We all want the software industry to continue giving us the great product we enjoy now, and piracy threatens its existence!
Small software houses and other legitimate businesses, who have up to now made use of the classifieds are invited to ring Neil and Sarah on 0584 875851 to find out how little a small ad in CRASH can cost. Make that call, do business!

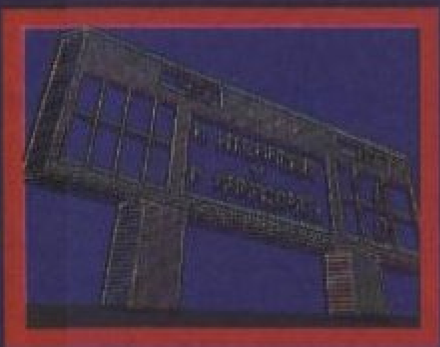
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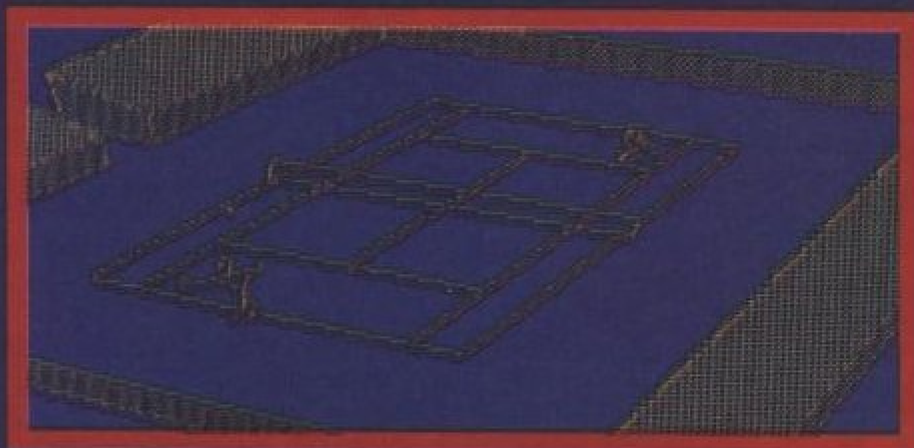
Pipe Mania!!
ADDICTION BEYOND BELIEF!!
C and VG Feb 1990 94%
Pipe Mania is "a classic puzzle arcade game that is so addictive,
Pipe Mania is a game of great ingenuity, simple in concept and
You'll need to act instinctively, but think strategically!
One wrong move, one brief hesitation or mis-placed pipe section, and you'll drown in a sea of slime!
ST Action
"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"
Commodore User Screenstar
"Terrifically addictive... outlasts any arcade conversion"
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Electron Cassette
Macintosh
Zero March 1990 92%
"Buy this game and you may never sleep again"
The Games Machine Star Player Award 83%
"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"
Zzap Sizzler
"Absolutely guaranteed to drive you round the bend"
Amiga Computing Excellence Award 95%
"A game with a game play that shines"
Game Players Award USA
"Best PC strategy game of 1989"
C+VG HIT!
AMIGA FORMAT GOLD
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PREVIEWS

Lined up and raring to rage on the Speccy!!



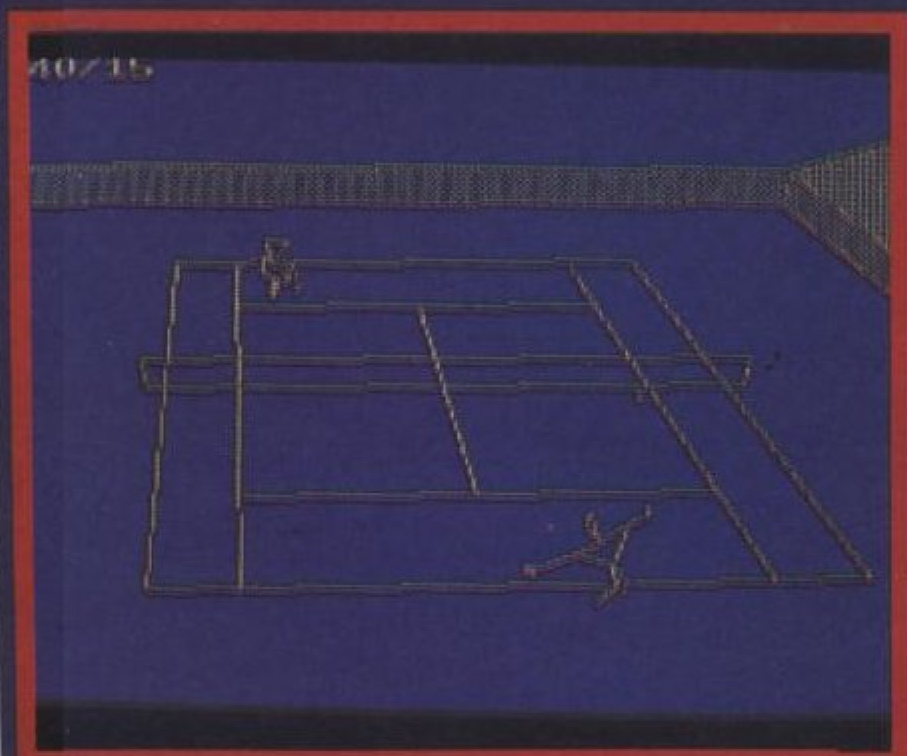
WIMBLEDON FORTNIGHT, AHOY!!



● INTERNATIONAL 3D TENNIS

The programming team with the silly name, Sensible Software **are putting the finishing touches to a new tennis game called** ***International 3D Tennis*****, with a release from** Palace **any moment now.**

Look at the screenshot and you think the game verges slightly towards the primitive: 'Weren't little matchstick men graphics left behind on the ark?', you wonder. But no! These are no ordinary matchstick men, these are completely skill vector graphics which move accurately. Seeing as how **Chris** and **Jops** of **Sensible Software** are here at this very moment — let's ask them why they chose to use vectors rather than sprites... 'It's a lot easier than using sprites — the tennis court can be viewed from any perspective, absolutely any — there are infinite views of the court and so the players change perspective and angles in relation to the court. It would be impossible to create enough sprites — and besides, there are 69 frames of animation.' You can play against a friend or the computer and there are four skill levels to choose from: amateur, semi-professional, professional and ace. *International 3D Tennis* takes you to 72 tournaments in all — and you'll be playing on different surfaces including clay, cement, grass and, erm, carpet. Pass the strawberries and cream, somebody.



THALAMUS GO INTO TOP GEAR

● Q8 TEAM FORD RALLY SIM

Get ready to jump into the hot seat of a speedy rally car as **Thalamus** announce a stonker of a new action driving game — *The Q8 Team Ford Rally Simulation*. The game gives you the chance to get behind the steering wheel of a **Ford Sierra RS Cosworth** and tackle three tough terrains in a bid to become a rally champion. Rally promises 3D filled vector graphics (like *Hard Drivin'*) which whizz along!

Vroooom!! The Ford Cosworth car you'll be driving in Thalamus' rally game! #



MAKE WAY FOR CAP'N CAVENDISH!!

● **HOSTAGES**

Sunday mornings are usually pretty boring but in *Hostages*, the latest Speccy arcade adventure from **Infogrames**, one particular Sunday is pretty eventful. A bunch of terrorists have launched an assault on the Paris Embassy and are holding five people hostage. As **Captain Cavendish**, head of the Intervention Group of the State Police Force, you must send your squad in and rescue the hostages. Six members of the IGSPF (three marksmen and three climbers) are yours to control, and the task is no pushover: fill those terrorists full o' lead whilst making sure the hostages don't get in the firing line.

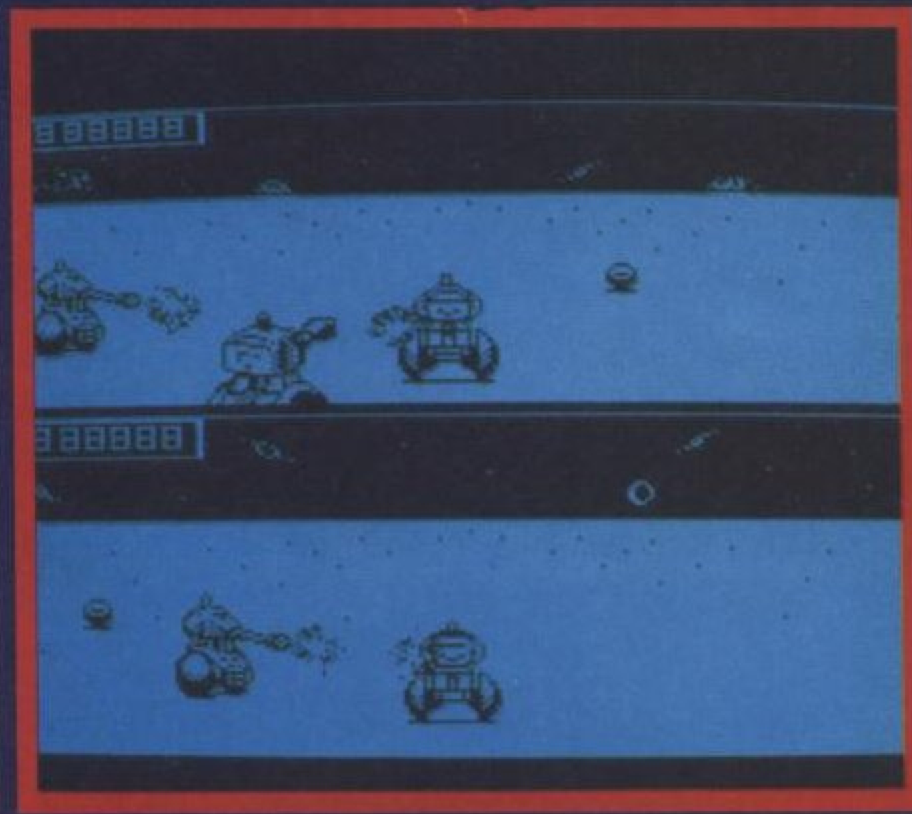




TANK BATTLES

● **DARK CENTURY**

Titus is on the verge of releasing the riotous tank based shoot 'em up *Dark Century*. The action is set in the far future, on the **Sideral Prison Planet**. Four of the roughest, toughest villains are attempting an escape. Your mission, codenamed **Survival Edge**, is to neutralise the tanks they have pinched and recapture the villains before they take their leave of the prison planet. One lonely fighter against an army of tanks and four crooks is not a very good proposition: get together a crack commando squad and prepare to lead your men in the attack. *Dark Century* should be on the streets by the time you read this.

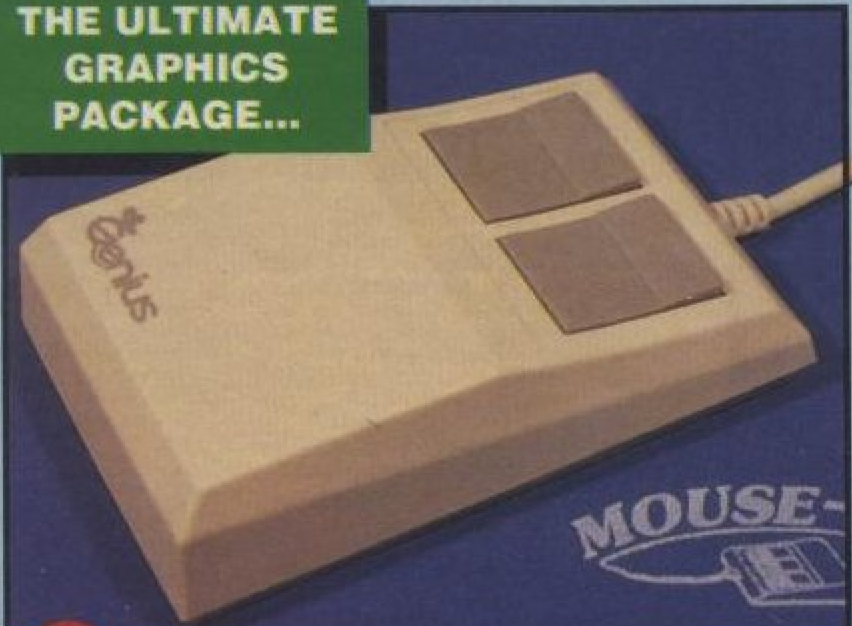




Looks like action all the way! Loads more previews next munf...

DATEL ELECTRONICS

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- **When combined with OCP Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

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- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.



PLUS BUILT-IN JOYSTICK INTERFACE

- The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- Accepts any standard 9 pin joystick including rapid fire models.
- Works on IN31 (Kempston) system.



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WITH CUSTOM MOUSE IC

NEW



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- By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.
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WHAT THE MAGAZINES HAD TO SAY...

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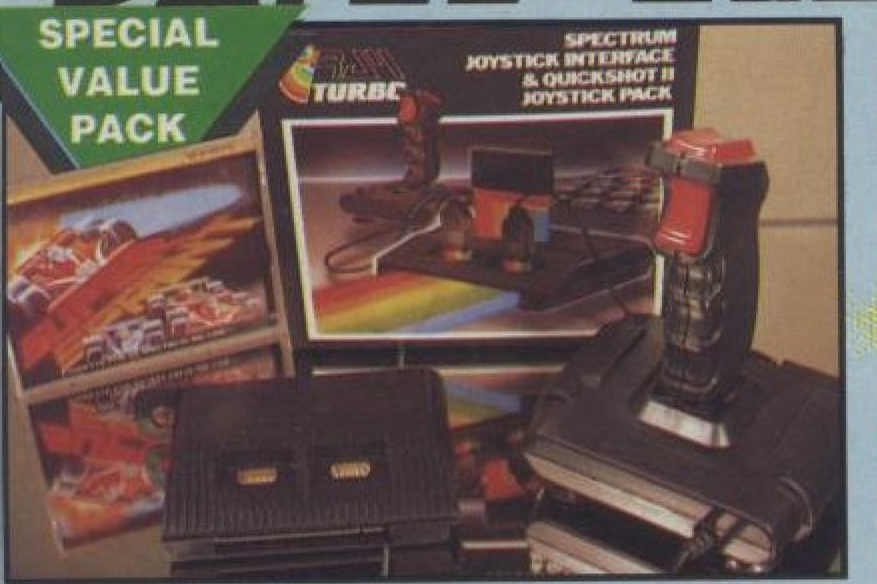
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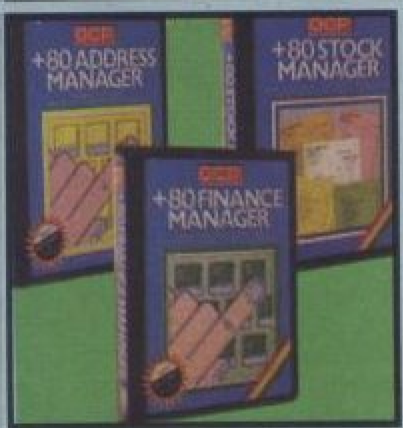
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- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Throughport allows for other add-ons.
- Builtin reset switch & power protector.
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- Works with any standard 9 pin joystick including auto fire types.
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- Add a whole range of powerful new commands to the existing Spectrum Basic.
- Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- A real must for the programming beginner.

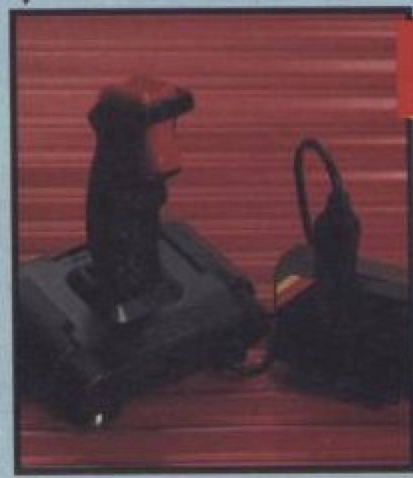
EDITOR ASSEMBLER

- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full Z80 instruction set supporter.
- Too many features to list.

MACHINE CODE TESTER

- The ultimate professional tutor/ de-bugger
- This program was written to help the beginner to explore the world of machine code programming.
- Sits in memory alongside the editor assembler program.

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- Full Kempston compatibility.
- Works with most any program.
- Superbly styled case - fits snugly into your Spectrum.
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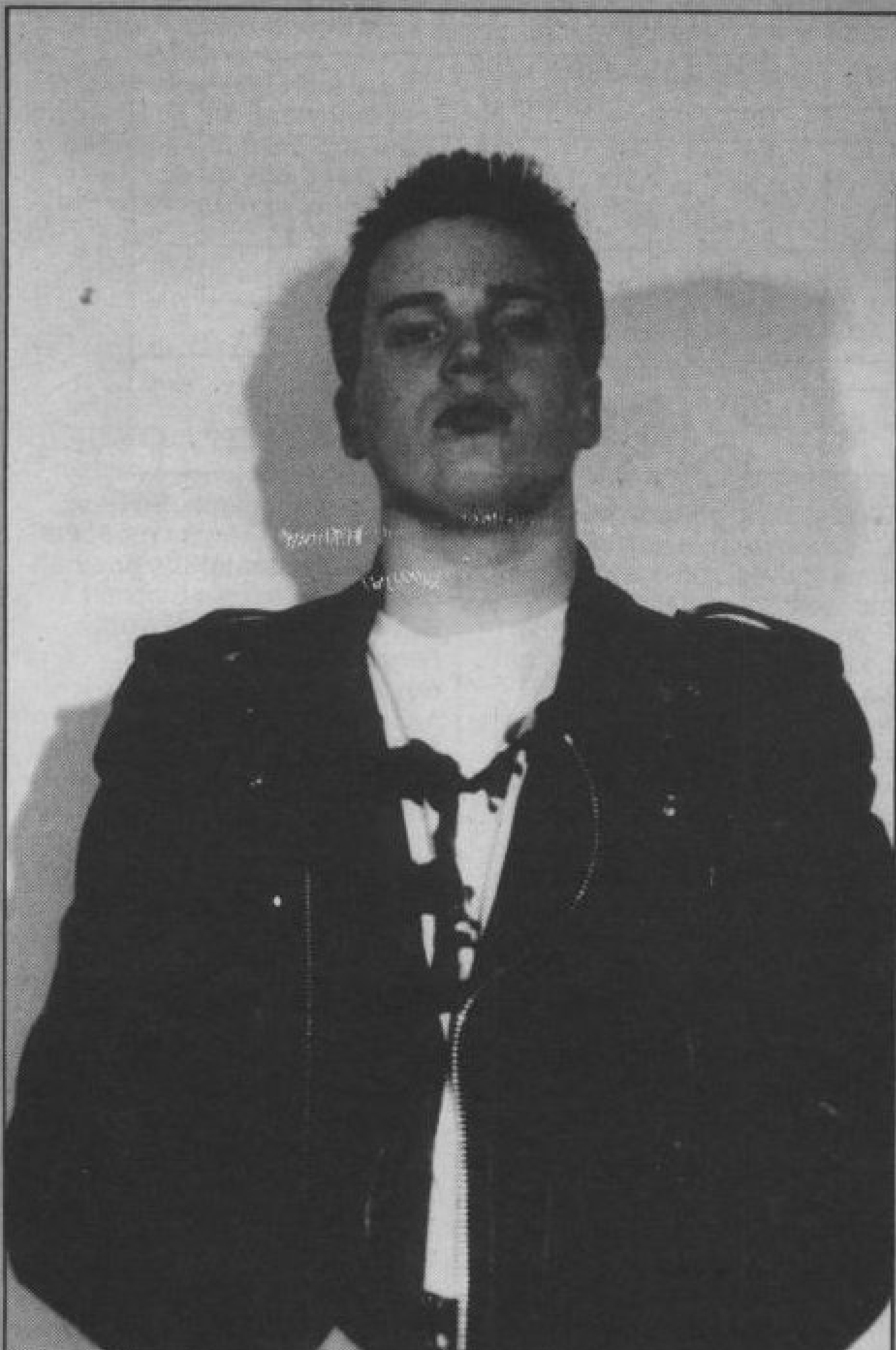
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right thing, put some REAL
life into your machine.
Screen shots from various formats.

Nick's PLAYING TIPS

Oh deary, deary, me. I don't seem to be having much luck in the way of cars lately. So far I'd crunched my front wing by backing into an invisible bollard, and now I've had an accident with a BMW of all things, a real CRASH SMASH! Ho ho! Don't try this at home kids, it works out quite expensive! Never mind, no one was hurt and cars can be fixed (just!).
There are plenty of tips this month to keep you on your toes. For all strategy fans who think they're hard done by in the tips and POKEs department I have hundreds (well almost) of multiface POKEs that transform *Laser Squad* and *Ancient Battles* into something quite different. There are also tips on *Strider* and picturesque maps of *Dan Dare III* and *Garfield - Winters Tail.* And don't forget to check out the crucial Pokemania on the cover cassette for all your pulsating POKEs.



YOUR STRATEGY SOLUTIONS

I know that all you strategy fans out there think you're not catered for too well these days. You never get any POKEs or tips on your favourite games — but now that's all set to change!
***Laser Squad* and *Ancient Battles* are two of the most popular strategy games of the moment, well in Wayne Smith's eyes anyway. If you have a Multiface these POKEs from Wayne are what you're looking for.**

Laser Squad
(N=Number from 0-255)
First man start address is 54178,127
54180,N + 54181,N + 54202,N = Movement Pts (N must be equal)
54182,N + 54183,N = Constitution (N must be equal)
54184,N + 54185,N = Stamina (N must be equal)
54186,N = Armour front
54187,N = Armour left
54188,N = Armour back
54189,N = Armour right
54190,N = Weight (0 is best)
54191,N = Skill
54192,N = Close combat
54193,N = Strength
54194,N = Agility

NOTES: 1. If you increase the number of AP's you have, it's more expensive for shots. So it's not really worth it.
2. Don't buy armour at the beginning, save your credits for weapons and ammo and use the POKEs.
Second man start address is 54218,127
Third man start address is 54258,127
Fourth man start address is 54298,127
Fifth man start address is 54338,127
Sixth man start address is 54378,127
Seventh man start address is 54418,127
Eighth man start address is 54458,127
It doesn't matter which scenario you play, the addresses are around the same place, you just get more or less men.

Ancient Battles
These POKEs are for the Assyrians (late empire).
General
46318,15 = Plate shield bard
46321,31 = Dis drilled wild
Guard Chariots
46374,10 = Morale
46375,N = Fighting ability
46376,31 = Dis drilled wild
46378,N = Skill with weapn
46379,N = Percentage arned
Guard Cavalry
46428,15 = Plate shield bard
46427,5 = Turns them to ICL
46429,10 = Morale
46430,N = Fighting ability
46431,31 = Dis drilled wild
46433,N = Skill with weapon
46434,N = Percentage arned
Guard Infantry
46461,7 = Plate shield
46462,10 = Morale
46463,N = Fighting ability
46464,31 = Dis drilled wild
46466,N = Skill with weapon
46467,N = Percentage arned
Chariots
46548,10 = Morale
46449,N = Fighting ability
46550,31 = Dis drilled wild
46552,N = Weapon skill
46553,N = Percentage armed
Cavalry
46659,5 = HCL
46660,15 = Plate shield bard
46661,10 = Morale
46662,N = Fighting ability
46663,31 = Dis drilled wild
46665,N = Weapon skill
46666,N = Percentage armed
Regular Infantry
46723,7 = Plate shield
46724,10 = Morale
46725,N = Fighting ability
46726,31 = Dis drilled wild
46728,N = Weapon skill
46729,N = Percentage armed
Regular Archers
46792,7 = Plate shield
46793,10 = Morale
46794,N = Fighting ability
46795,31 = Dis drilled wild
46797,N = Weapon skill
46798,N = Percentage armed
Regular Slingers
46824,7 = Plate shield
46825,10 = Morale
46826,N = Ability
46827,31 = Dis drilled wild
46829,N = Skill
46830,N = Percentage armed
Conscript Infantry
Spearmen -
46909,7 = Plate shield
46910,10 = Morale
46911,N = Ability
46912,31 = Dis drilled wild
46914,N = Skill
46915,N = Percentage armed
Archers -
46975,7 = Plate shield
46976,10 = Morale
46977,N = Ability
46978,13 = Dis drilled wild
46980,N = Skill
46981,N = Percentage armed
Dikut Mati
47023,7 = Plate Shield
47024,10 = Morale
47025,N = Ability
47026,31 = Dis drilled wild

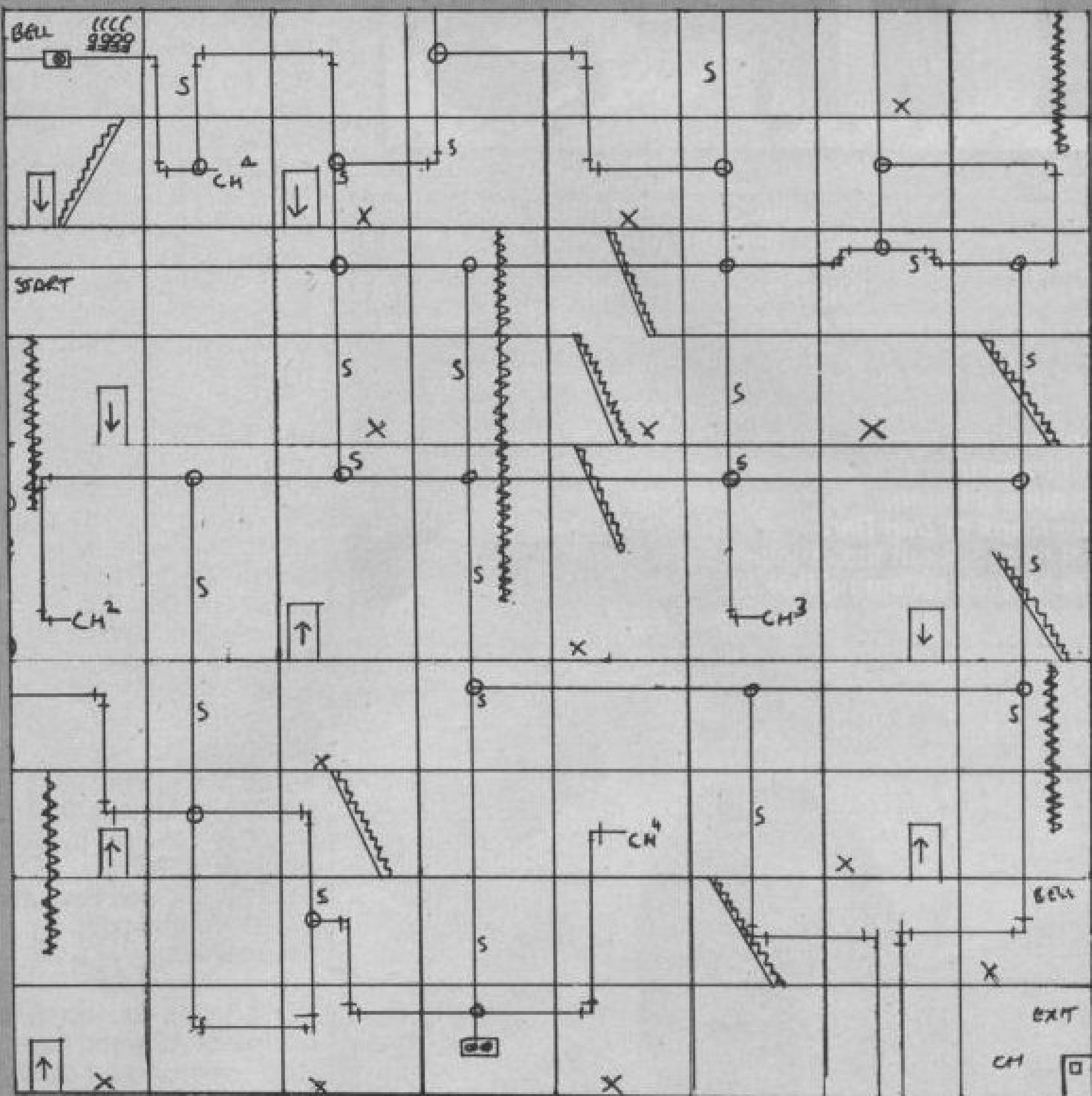
47028,N = Skill
47029,N = Percentage armed
Syrian Spearmen
47055,7 = Plate shield
47056,10 = Morale
47057,N = Ability
47058,31 = Dis drilled wild
* 47059,A = Weapon (A - 1=Bow, 2=Javelin, 3=Mix, 4=Sling)
47060,N = Skill
47061,N = Percentage armed
*= Syrian spearmen are not armed, so this poke lets you select a weapon for them.
Armean Archers
47095,7 = Plate Shield
47096,10 = Morale
47097,N = Ability
47098,31 = Dis drilled wild
47100,N = Skill
47101,N = Percentage armed
Cythians
47134,15 = Plate shield bard
47135,10 = Morale
47136,N = Ability
47137,31 = Dis drilled wild
47139,N = Skill
47140,N = Percentage armed
To change regular Hi to Sp then POKE 46722,6. To increase strength of regular Hi then POKE 46730,200, this gives you 16 units of 2,000 men.

GARFIELD - WINTER'S TAIL

The fat lasagne eater, who drives you mad when you see him stuck to someone's car window, is back. Those of you who could get past level one of this groovy game could probably do with a few tips on what to do. The chocolate factory level has been tipped and mapped by M. Tollett **of Wolvercote, Oxford.**

Right, down pole, left, left, switch left, right, right, right, right, right, right, up escalator, left, left, switch down, left, up escalator, right, switch down, right, right, up escalator, left, left, left, up escalator, left, switch right, left, switch right, left, left, up escalator, right, switch right, chicken laying eggs, switch up, right, right, right, right, switch down, right, right, down pole, left, left, left, left, left, left, left, two lights on in control room, right, right, switch down, take lift down, right, right, right, right, lift down, left, left, left, left, left, left, lift up, right, right, switch down, left, left, down pole, right, right, switch left, right, down pole, left, left, left, chicken laying eggs, right, switch down, right, right, right, right, right, lift down, left, left, left, left, left, left, down pole, right, right, switch right, right, switch right, right, right, up escalator, left, left, left, up escalator, left, switch right, right, right, right, chicken laying eggs, right, right, right, down pole, left, up lift, left, left, left, left, up lift, left, left, four lights on in control room, take lift down, go right to the exit!

garfield- the map of winter's tale



CASTLE MASTER

No complete solution or map for this new Freescape **game yet, but here are a few tips from** Martin Lloyd **of Wirral to keep you going.**

1. In the wilderness use a stone and fire it at the box to the left of the drawbridge, then go into the castle. (An alternative to this is to let the drawbridge down, stand on the edge and fire at the box again: you'll be catapulted over the castle wall and onto the roof of the church! - Nick).
2. When in the court yard, shoot the flag on the end of the long flag pole. The screen flashes and a little line on the ceiling appears. Shoot that — it's a spirit. It disappears and everything stops flashing.
3. Walk up to the well and examine it. You'll get the key for the wizard's hut which is in the wilderness, by the castle.
4. Still in the courtyard there are some stables, walk behind them and there's a secret door.
5. When in the hot baths, shoot the black bit which is floating on the water: the screen stops flashing. Now walk up to the box by the door and examine the white handle, it'll drain the water from the pool and a passage underneath the diving board appears!
6. When in the great hall examine the fire place and find a message.
7. In the kitchen, walk into the fire place and find yourself be in the larder (loadsafood!).

DIZZY 3 COINS

I've had letter after letter moaning that my map of this classic *Dizzy* game hasn't got all 30 gold coins on it. I KNOW! Old Daisy isn't too pleased either as she demands that you find all 30 before you can complete the game. So here, especially for all you moaners is a description of the position of every coin from Stephen Belcher **(excuse me!) from** Reading.

Seven in the castle
1. By the portcullis.
2. Entrance hall - in the top right hand corner, behind the second railing.
3. East wing.
4. West wing.
5. The mantlepiece above Denzil's head.
6. Castle staircase.
7. Starting place - this can only be found after the troll in the deserted mine has been seen.

Four in the east
8. By the Dizzy Hawk, the guard house.
9. In between the two crates on the docks and pier.
10. On the crafty cloud above the four way warehouse, jump right onto the roof and then jump left.
11. Jump down between the green and the purple crate into

the amazing illusion screen.
Nine in the tree house
12. To the right of the bottomless well, behind the leaves.
13. Next to the railing, by the lift control.
14. Base of tree house.
15. The right window of Daisy's hut.
16. Behind some railing in Denzil's pad.
17. Below the meeting hall.
18. Stay on the same platform as above but go right to the end of it. Jump left onto the long jump cloud.
19. In front of Daisy's parents' hut.
20. Behind a piece of railing by the bottomless well.
Eight in the west
21. On a cloud in the complex cloud route.
22. On a cloud near the volcano top.
23. On a cloud in more 'orrible clouds.
24. On the top of the active volcano.
25. Behind some leaves in the large oak tree.
26. In the deserted mine.
27. In the dragon's lair (wrong game!).
28. Underneath the table in Daisy's prison.
Two in the strange world
29. In the church.
30. In the market square.

KARYSSIA (PART THREE)

Have you been following the solutions to the *Karyssia* games from the Powertape? If you have you'll be wanting to know the solution to the final part on last month's cover. I'll keep you in suspense no longer, here it is...

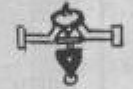
Passcode to part three: LOXA
Wait, swallow pearl (the only way to retain possession of the pearl when the guards arrive), wait, wait, wait, wait, wait, say Arona Corala (if this is said before now, your disappearance will be noticed and you'll be killed in the dungeon), w, n, n, n, get curse, s, u, u, cast curse, e, n, get fear, s, w, d, d, w, cast fear, kill gaoler, get copper key, e, u, u, e, s, w, get bow, e, unlock gate (examining the gate will reveal it has a copper lock), open gate, s, kill guard, w, w, w, w, n, w, w, get levitation (the stores are inaccessible), e, e, s, e, s, s, s, w, s, s, w, s (the guard wakes up if you do anything here), u, u, get arrow, get brass key, d, n, shoot guard (the only way past the guard), n, n, unlock gate (the gate has a brass lock), open gate, n, e, e, e, pull rope (this obviously rings the alarm bell; guards from the ground level will now go to the courtyard), cast levitation, pull lever (this traps the guards in the courtyard).
E, e, e (the guards in this passage are not here now), get doubleswords (your status should now be outstanding and energetic), w, w, w, n, e, n, n, n, e, u (there would be a guard here had the bell not rung), w, s, get silver key, n, e, d, w, s, s, w, n, u (there would normally be a guard here), s, w, n (reading the books will provide valuable clues: that Karyssia fights with magic swords - obviously the swords of the Starfighters - and that the Star Pendant is probably connected with these. The Book on Cabalism tells you that the Star Pendant was a cabalistic amulet but the spell has been lost. Remember the spell on the pentagram in part two...?), unlock door, open door, e, get skill, cast skill, get pendant, get diamond key, w, s, w, w (the other stairway is just as suitable), s, e, n, get invisibility spell, get bless spell (the illusion spell is a red herring), s, e, n, cast invisibility (the other six elite guards will not be fooled by this spell), w, n, kill Wyvern (this can only be done a: if your status is at its maximum and b: before it is fully grown), cast bless spell, smash orb, n, examine diamond key, door, Enxara Aloxia (the key indirectly opens the door), n, throw knife (else she will shoot and kill you), cast levitation (the only way out of the flames; you must have the floatstone at this point), Karyssia Astara Ordania (this is the cabalistic spell which affects the glowing swords. NB. Swords Astara Ordania is also available), kill Karyssia (at last you get a hand-to-hand fight, which you will win if you are a master of combat and energetic).

STRIDER

I loved this game in the arcade. Well, I loved it at last year's PC Show arcade anyway — because it was free! Here are pictures of all the nasty things you encounter in the game and a few tips to help you bash them! These are from Ian Turner **of Goostrey.**



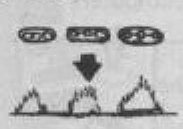
GUARDS - ALL LEVELS - EASY TO KILL



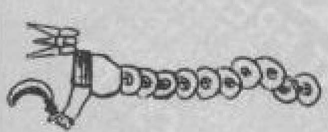
FLYING GUARDS - ALL LEVELS - EASY



HUSCLE MAN - LEVEL 1 - NOT SO EASY



CEILING OF FIRE - LEVEL 1 - EASY



POLITBUREAU SNAKE - LEVEL 1 - HARD



GUN EMPLACEMENTS - LEVEL 1 - HARD



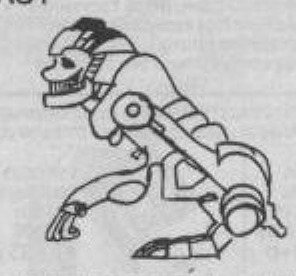
LASER POD - LEVEL 1 - EASY



WEAPON CANNISTER - ALL LEVELS - EASY



ROBOT WOLF - LEVEL 2 - EASY



ROBOT GORILLA - LEVELS 2 & 5 - EASY ON LEVEL 2, WELL 'ARD ON LEVEL 5



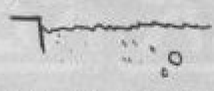
PARACHUTE BOMBS - LEVEL 2 - EASY



BALLET DANCERS - LEVEL 2 - EASY



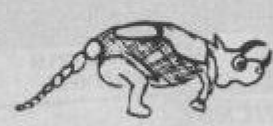
AMAZON WOMAN - LEVEL 3 - EASY



WATER - LEVEL 3 - EASY



PIRANHA FISH - LEVEL 3 - MEDIUM TO HARD



AUTOMATED TRICERITOPS - LEVEL 3 - HARD



GUN TURRET - LEVEL 4 - EASY



LARGE SATELLITE - LEVELS 4 & 5 - NOT SO EASY



SICKLE MAN - LEVEL 4 - HARD



FLOATING GUN - LEVELS 4 & 5 - EASY

BLOODWYCH

Just a few tipetts for this game. I had a bit of trouble with it myself, but that was probably because it wouldn't load! This should solve a few of your problems with it.
1. When recruiting try to get two warriors and two wizards.
2. Never attack other champions as this is a waste of time and food since they won't attack you. Instead, follow the tip of recruit: rob and dismiss.
3. Food is essential later on in the game. So conserve it by eating as little as possible. Try to keep you ▶

food level at half full or less.
4. Any monsters you can communicate with will either help or trade with you. Warriors are generally better communicators than the wizards. Never try communicating with a group of monsters, monsters with more than two legs, monsters with no legs — or girls (common sense really!).
5. Rather than buying cheap spells, try saving up and getting the more expensive ones, they're essential on later levels.
6. When you open the first door or the serpent level you'll find that the second door is locked. None of your keys will open the door, but make a note of the three green pads. Move over all three and then leave a champion on one of them, sit on the second pad yourself. Now click on the door and it should open.
7. Here's a list of useful spells...green: paralyse, good for the price; compass: one you will definitely need; warpower: gives you the strength of ten; formwall: builds a wall for you; yellow: antimage, alchemy and spelltap, useful against heavy magic users; summon: calls up a monster to fight for you; vivify: kills your enemies; disrupt: another spell to kill your enemies; red: fireballs, firepath and blaze; blue: conceal and vanish.
8. Certain spells like the summon and firepath can't be used on the enemy directly, they have to be laid as traps. Never face the monsters you summon as they'll attack you.
9. When you find the stairs leading down from the maze you'll automatically be turned back on the sixth and seventh step. When you get there, turn round and face the opposite direction.

POKEMANIA

I bet the question on everybody's lips is 'Will Pokemania ever cease getting better and better every month?'. Well if that isn't the question on your lips it ruddy well should be! Graham '*TURBAN*' Mason has come up with a wobbly scrolling message this month, as well as his ultra-groovy multiface screen. Here are the goods...

Sonic Boom - Infinite lives
Hopping Mad - Infinite balls
American Turbo King - Infinite cars
F16 Fighting Falcon - Lots of ammo and planes
Spherical - Invincible

DAN DARE III

Cor! A map and solution to the store stage of that hot new game, *Dan Dare III*. Good old Terry Hill **from Newhaven has been busy at his Speccy to bring you this lot.**

Store Stage

When you begin, shoot all of the nasties using the rapid fire gun. Then go straight across to the big Mekon and hover just inside the entrance about half way up: he now has a big problem shooting you. To kill him, use the rapid fire or power shooter.

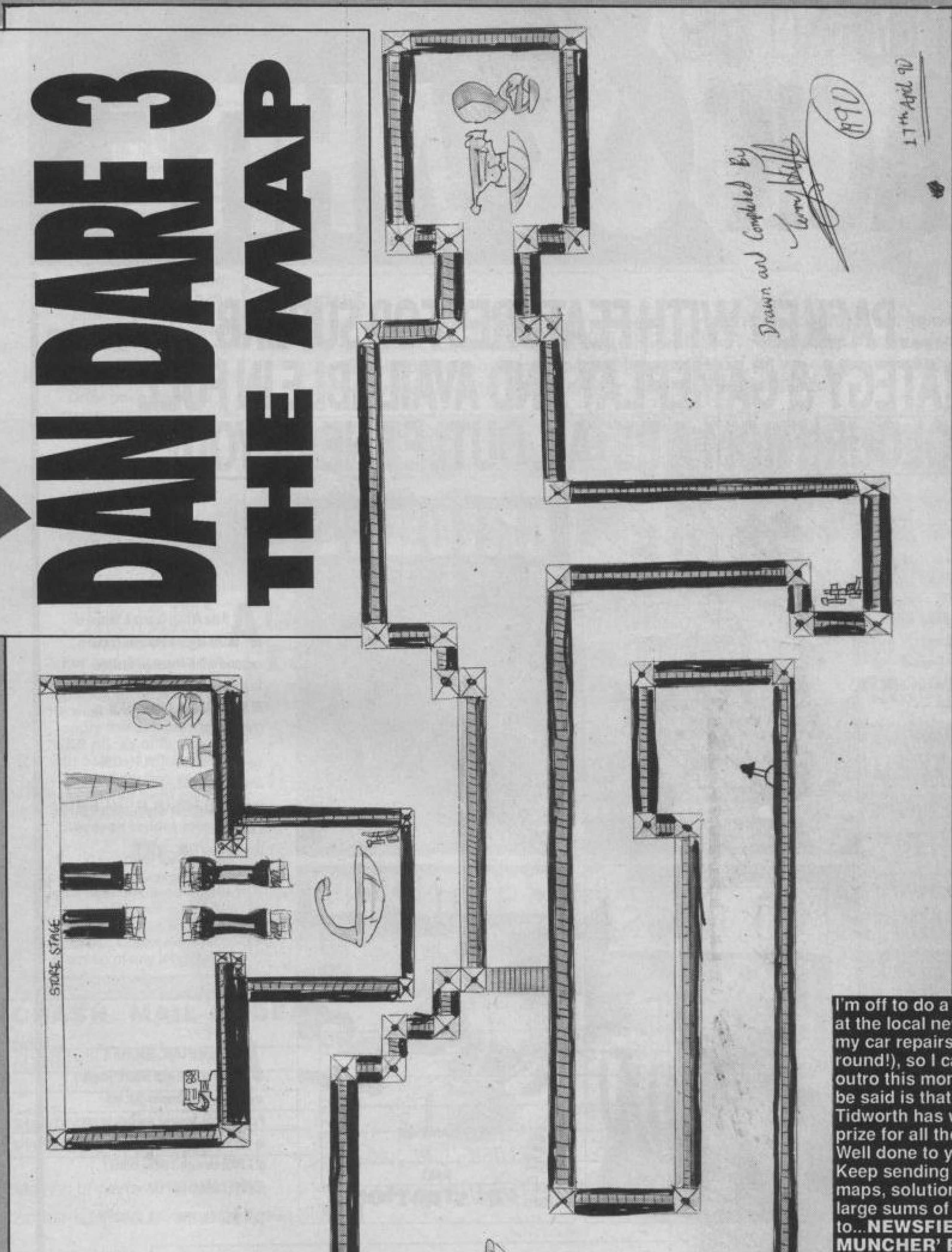
Access the stores terminal and buy 99 bouncing bombs, three nukes and any extra lives you may need.

Don't top up the ammo because there's a new plasma rifle in the transporter room.

Use the bouncing bombs and the plasma rifle to clear the room.

Teleporting: When you first start, only use teleports when Dan's energy is high. Try to follow earlier, smaller squares rather than attempting to keep Dan in larger squares. You should arrive quicker.

DAN DARE 3 THE MAP



I'm off to do a bit of moonlighting at the local newsagent to pay for my car repairs (back to the paper round!), so I can't do a very long outro this month. All that needs to be said is that Wayne Smith of Tidworth has won the £40 software prize for all those strategy POKEs. Well done to you.
Keep sending in all your tips, maps, solutions and cheques for large sums of money (worth a try!) to...**NEWSFIELD, NICK 'METRO MUNCHER' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.**

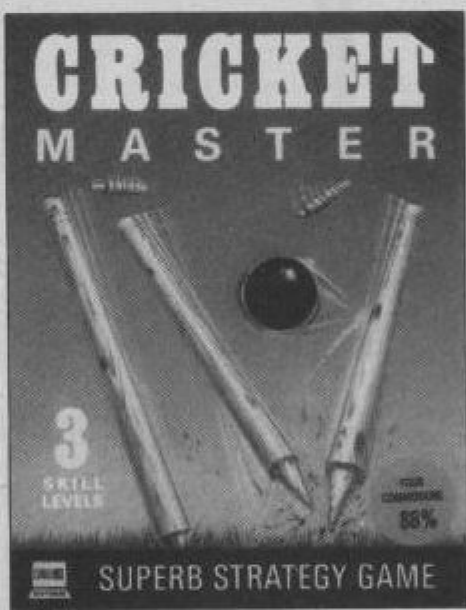
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66 Four fat games! Quondam (Ocean)! One Man And His Droid (Mastertronic)! Robot Messiah (Alphabatim)! Whole New Ball Game (Pete Cooke)! INSIDE: Fab Batman poster! Licence To Kill checked out! Batman story! Plus heaps of tips!
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71 Six smashing games on tape! Cosmic Wartoad (Ocean) Super Stuntman (CodeMasters)! Incredible Shrinking Fireman (Mastertronic)! Locomotion (Mastertronic)! Deja Vu (Powertape)! HyperLane (PowerTape)! INSIDE: CD on the Speccy preview interview! Mel Croucher checks out the SAM Coupé and tells us about writing a manual! Tips, Jetman and loads more!!
72 Five fantastic games on tape!! Split Personalities (Domark)! Dizzy II Special CRASH Edition (CodeMasters)! Winter Wonderland (Incentive)! Action Biker (Mastertronic)! Stars & Stripes (PowerTape)! INSIDE: Bo Jangeborg interview! Dizzy — are the Oliver Twins completely potty?! Plus tips, reviews and loads more!
73 Four fab games on tape!! Eskimo Eddie (Ocean)! Apache Gold (Incentive)! Jason's Gem (Mastertronic)! Egghead (Powertape)! Plus Pokemania! INSIDE: Speccy CD system tested! Arcades! All the games and action in Live Circuit!!
74 Four frog-like games on tape!! Gilligan's Gold (Ocean)! 1985 (Mastertronic)! Karyssia — Part I (Incentive)! Mission Fallout (PowerTape)! INSIDE: The Sam Coupé — the complete guide to the super Speccy — four page special!! Big fat Budget bonanza! DJ Nicko and more!
75 Four Froody games on tape!! Master Blaster (Cybadyne)! Rockfall (Powertape)! Karyssia Part II (Incentive)! Breakpoint (Powertape)! INSIDE: Rad new-look issue! The CRASH readers' awards ceremony — all the stars, all the winners! S'amazing — the Coupé disk drive arrives! DJ Nicko with the Ghouls 'n' Ghosts map! And all the power-packed regulars!

76 Four flappy games on tape!! Scuba Dive (Elite)! Nuclear Countdown (Atlantis)! Karyssia Pt III (Incentive)! Surface Tension (Powertape)! INSIDE: Adventure special — what are adventure games all about?! Arcade action! Pick of the post with the SAM Forum! Nicko's tips and heaps more!

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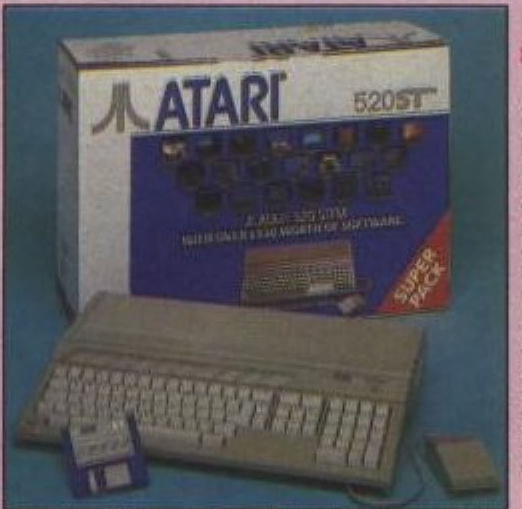
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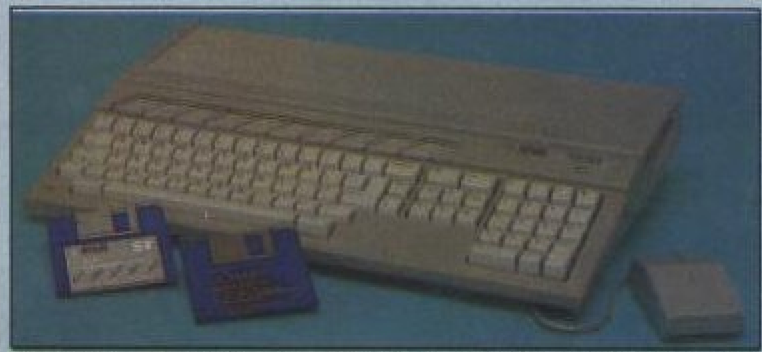
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TURRICAN

Rainbow Arts/Probe Software
■ £9.99/£12.99 ■

Long, long ago mankind lived in fear. Paranoia ruled them by day and horrific nightmares made sleep a dread by night. The cause was a three headed creature called Morgul with fantastic evil magical power who lived hidden away in its kingdom from where it infiltrated man's mind. As humanity cowered, a brave hero called Devolon did battle with the beast and banished it to another dimension. For many years mankind slept soundly. But now the nightmares have returned with a ferocity that banishes everyone to their homes lest evil strike them. Morgul is affecting them even from the other dimension.

Only one man has the courage to stand up to his fears and attempt to once again banish Morgul from the lives of mortals: Turrican, skilled soldier of fortune, athletic and heavily armoured.

Turrican is set over five different worlds and 13 levels. Fight through creature-infested landscapes using your athletic skills and arsenal of weaponry — standard pulse-rifle, lightning beam, grenades, mines and energy lines. The last three are limited, so stocks must be regularly replenished and weapon power-ups collected. Collision with the weird denizens of Morgul's realm lose you vital energy. Make use of the gyroscope mode (three times per life) and turn into an impervious and destructive ball. Extra weaponry can be collected as well as diamonds, 300 of which provide an extra life.

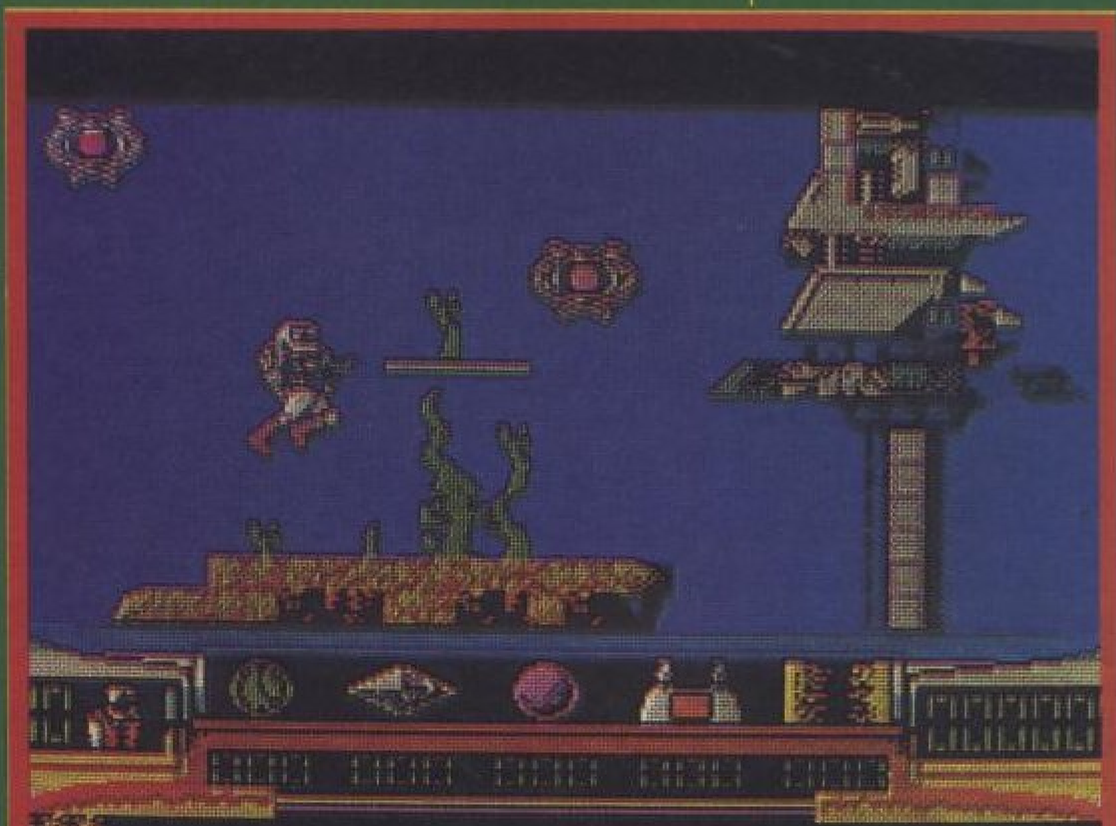
Trust Probe to come up with the goods: the sprites are colourful, nicely drawn and animated. Turrican himself looks well hard a range of weaponry to make Rambo jealous. Creatures and backgrounds are varied — there's nothing I hate more in a game than the same sprite being used over and over again! End of level monsters and Morgul himself are great. All in all Probe and Rainbow Arts have produced one of the best Speccy games seen this year. Just wait for the sequel *Apprentice*.

MARK 95%

NICK Wow, it' a long time since I've seen this much offensive weaponry in a game!! *Turrican* is pure blast-'em-up action all the way with a wonderfully detailed main sprite blasting the living daylights out of the enemy hordes. My personal favourite is the Alien world which is obviously inspired by the Giger-esque monsters from the Ridley Scott movie. The backdrops are as colourful and varied as the character sprites. *Turrican* is a no holds barred shoot-'em-up that no joystick mangling fan should miss.

93%





Hurricane strength arcade blast-'em-up of the year guaranteed to give you nightmares!

RATING

PRESENTATION	90%
GRAPHICS	88%
SOUND	80%
PLAYABILITY	90%
ADDICTIVITY	92%
OVERALL	**94%**

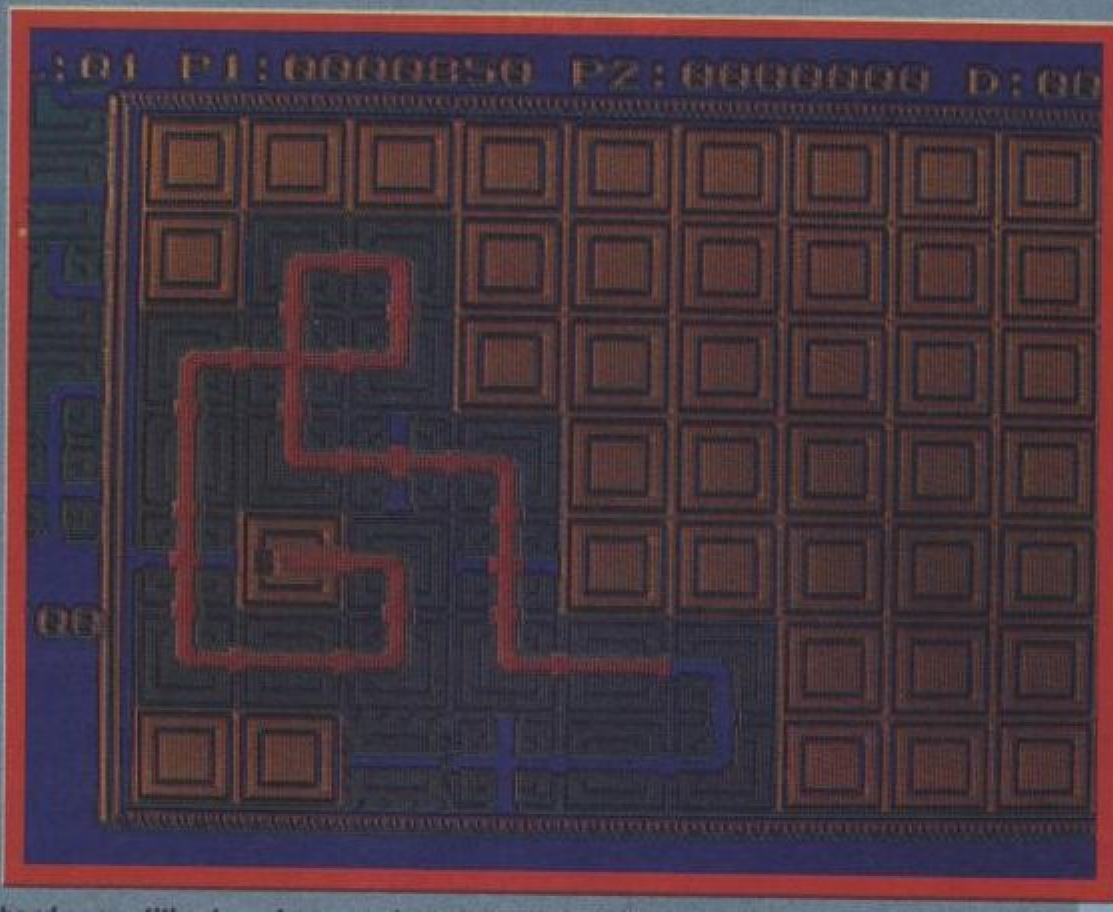
A CRASH Smash

PIPEMANIA

Empire
■ £9.99/£14.99 ■

A plumber's lot — in this game — is not a happy one. *Pipe Mania* sees you in the guise of an unfortunate plumber who must construct a continuous pipeline on the playing grid through which the ever-flowing green Flooz is channeled. To the side of the grid you're provided with a starting point and a dispenser loaded with differing pieces of pipe. The idea is to set down a preset number of piping before the Floozreaches you. You only have a head start of a few seconds, so building is a matter of some urgency!

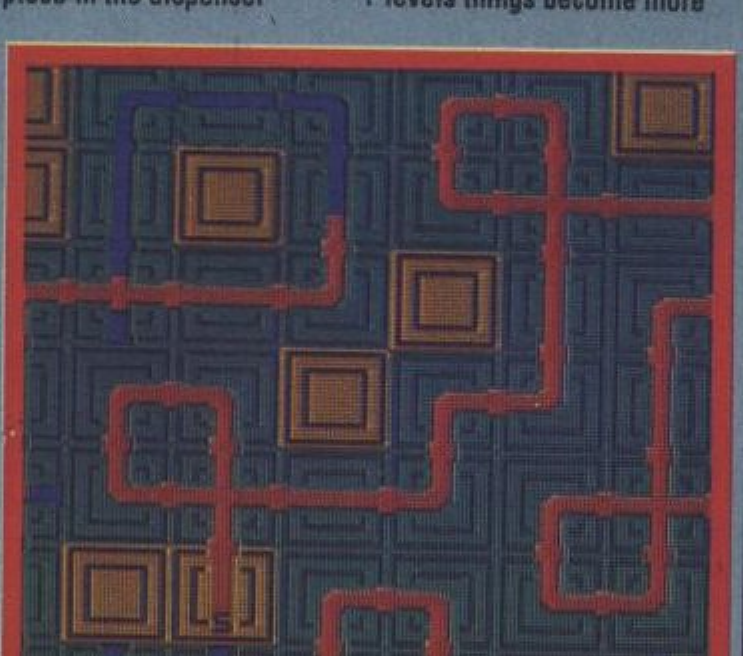
Pipe Mania has three different playing modes: basic one player, expert one player and if a friend is to hand competitive two player. The training mode for all three options is the best to start with as the Flooz flows much slower. If you set a piece of pipe down that won't fit you can always 'bomb' it, though it takes time to replace and you lose 50 points: if you find the next piece in the dispenser doesn't fit, the best thing to do is set it in a different place and try to head the Flooz flow towards it. Forward thinking counts for a lot in this game.



To end the level fit the set amount of piping together and watch the Flooz go, simple as that — but on later levels things become more hectic. One way sections pop up (the Flooz can only head in the direction of the arrows), end sections appear into which you must guide the finished pipeline. Indestructible obstacles force you to go round them. If you get a long way and die, a helpful password system allows you to get back into the action.

And *Pipe Mania* is certainly action all the way: amazing how a simple idea can create a mega-playable game (as in *Klax* too). The graphics are very simple, but as there aren't any beefy character sprites charging round the screen this doesn't really matter. The sound livens up the game no end with a great tune and stacks of sound effects. Whether plumbing strategy is your scene or not, *Pipe Mania* will get your adrenalin Flooz flowing!

MARK 91%



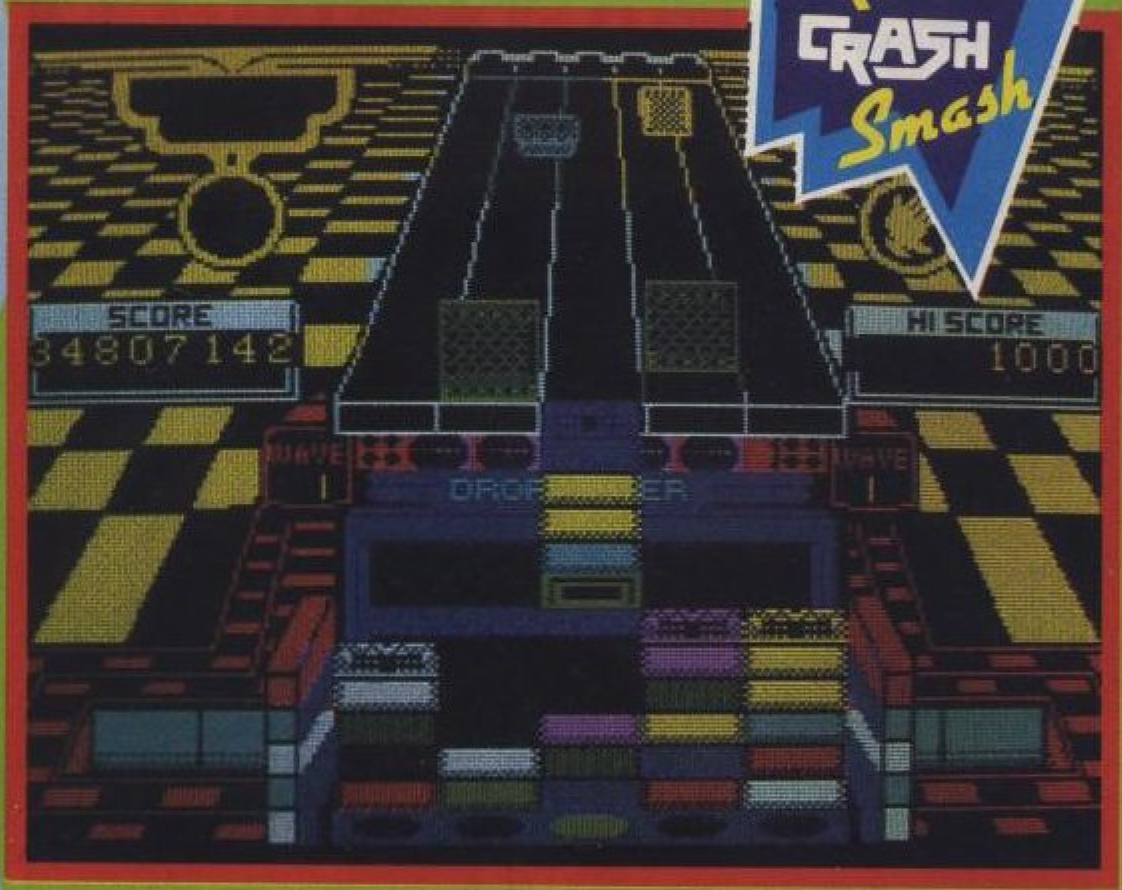
NICK Pipe Mania is wickedly addictive. Once you start playing you just won't be able to put it down. It's one of those games that is really simple, but still catches you out. Just make a pipeline as long as you can, using the pieces of pipe given to you in random order. The trick is to plan ahead, knowing exactly where you want to stick a four way mega pipe with triple bend. The graphics are very simple, nothing to shout about at all, but the sound is more exciting with a groovy tune and plenty of spot effects. Sheer playability will keep you busy for a long long time.

90%

A manic puzzle game — it's the fun way to drive yourself round the bend!

RATING	
PRESENTATION	82%
GRAPHICS	70%
SOUND	82%
PLAYABILITY	90%
ADDICTIVITY	92%
OVERALL	**90%**

KLAX



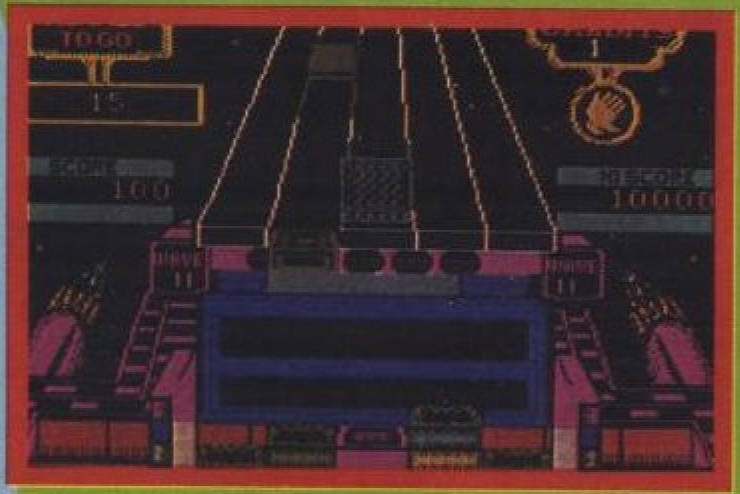
Tengen/Domark
■ £9.99/£14.99 ■

According to Domark *Klax* is a collection of three same-coloured tiles stacked either vertically, horizontally or diagonally. The aim of this game is simple: create the set number of Klaxs on each level to move onto the next. Before the fun begins the player is given the choice to start on either the level one with three drops and no bonus, level six with four drops and 100000 points bonus or level eleven with five drops and 200000 point bonus. You're then whisked to the play screen, a long vertical stretch of play area and five 'bins'. You control a flipper and must catch the differently coloured tiles as they roll towards you.

Up to five tiles can be held on the flipper at one time, though the idea is to sling them into the bins as fast as possible. But watch it: unless you create Klaxs the bins fill very quickly and the game ends; drop more than your allowed number of tiles, and it's over too. If you think the first couple of screens are easy, just wait until the tiles increase in speed and number and the amount of Klaxs needed to continue rockets up. Panic situations are all too common, and a cool head is needed: 'throw' the tiles back up the screen for a few seconds if a breathing space is needed.

It takes a lot of practice to avoid quick termination, but this doesn't detract from the sheer playability — indeed it adds to long term addictivity. If you're into puzzle/arcade games (and even if you're not) you'll kick yourself if you don't take a look at this latest Domark release.

MARK 94%



NICK Connect Four taken into the 90s! Klax is simply addictive with lightning reflexes a must as play gets faster and faster, and wrong decisions become disastrous. An amazing amount of colour is used, with three different borders and only a tiny bit of clash when the really well animated tiles roll towards you.

What makes Klax so addictive is the sheer simplicity of it. You get so frustrated when the computer decides to send down every colour but the one you want to complete your super cross which will get you millions of points, you just have to have another go!

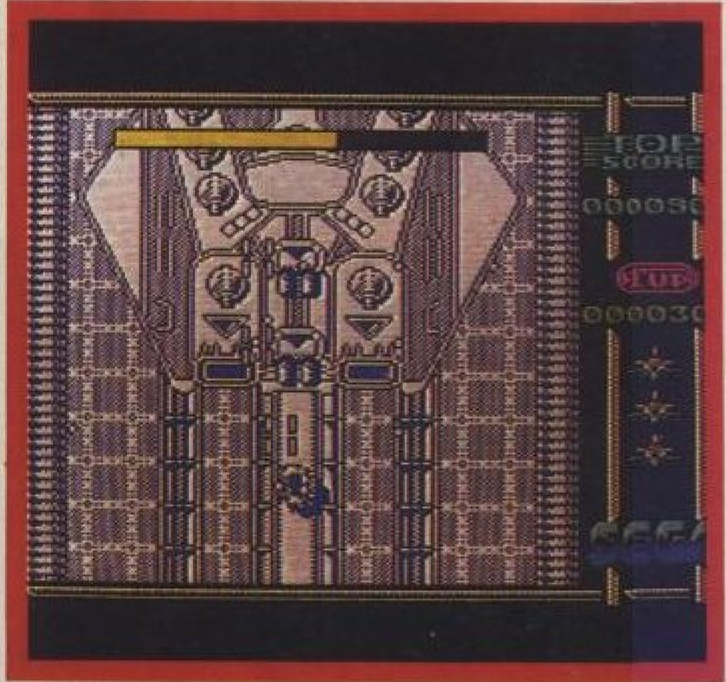
90%

A cracking coin-op conversion to tease and frustrate: just get that straight-jacket ready!

RATING	
PRESENTATION	89%
GRAPHICS	86%
SOUND	70%
PLAYABILITY	90%
ADDICTIVITY	91%
OVERALL	**92%**

A CRASH Smash

SONIC BOOM



Activision
■ £9.99 ■

Another obscure Sega coin-op licence joins the growing rank produced by Activision over the past few months. Be the brave pilot chosen to fly the most sophisticated piece of aeronautical technology ever created (the *Sonic Boom*) into enemy territory: six vertically scrolling levels bursting with deadly weaponry. And why? The usual domineering fanatic group have taken over all the military bases of the world. Wow!

Waves of aircraft rocket down the screen at you, ground-based gun turrets and SAM sites blast away — weave to avoid them while trying to hit them with your rather ineffective weaponry. Thank god, some destroyed plane formations drop parachutes: red ones bestow spirit jets (a bit like the outriders from *Scramble Spirit*), whilst yellow ones *supposedly* increase firepower. Each level ends with a mechanical monstrosity to destroy: a top-of-screen meter gives the amount of shots needed to destroy it. That achieved, you're presented with your hit rate and bonus points and moved to the next battleground.—*Sonic Boom* — more sonic whimper — is a multi-load cassette that makes you wait for good mono graphics, clearly visible sprites but only average shoot-'em-up action not geared to set the world alight.

MARK 55%

NICK Yes it's one of my favourite game styles, a shoot-'em-up, and of course totally unoriginal. It plays exactly like Slap Fight and Scramble Spirits: fly around the screen shooting everything coming towards you, collect the occasional power up icon to add extra super weapons or extra lives — you know the kind of thing.

Small, neat sprites and highly detailed backgrounds all in the same monochrome colour plus OK sound with the usual 'boom' effects and a tune on the title screen all add up to a predictable production line clone.

63%

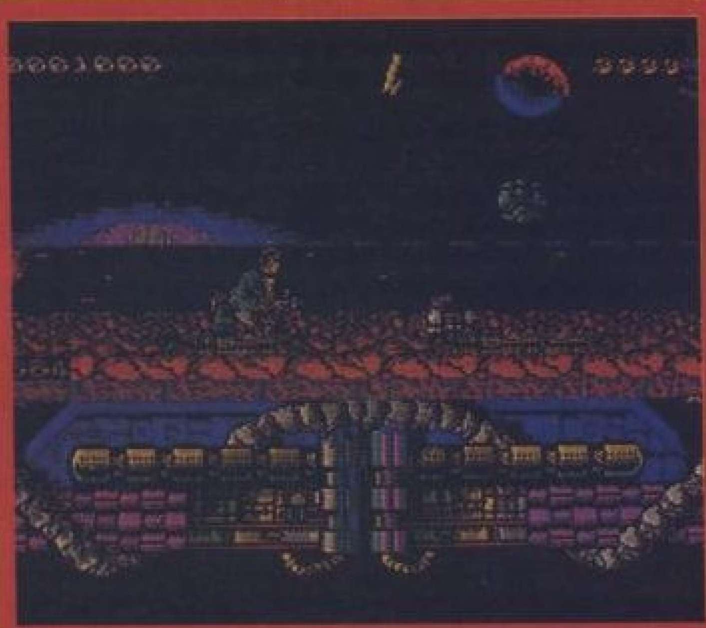
An average shoot-'em-up only for insatiable addicts of the genre.

RATING	
PRESENTATION	60%
GRAPHICS	67%
SOUND	62%
PLAYABILITY	59%
ADDICTIVITY	57%
OVERALL	**59%**



A.M.C





NICK Simply brilliant. That's the only way to describe Astro Marine Corps. I haven't enjoyed playing a game so much for ages. There is just so much going on, you wouldn't think you were playing on a Spectrum. AMC comes in two parts, each as mind blowingly playable as the last. The graphics in both are out of this world. Large, animated sprites fill every corner of the game, packed full of colour without any clash at all - a masterpiece of programming skill. Amazing, but there's more: full colour, animated backgrounds, oodles of sound effects and a toe tapping tune.

Collecting the capsules that drop from the sky as you run along can have a variety of results. Some give you super weapons that kill everything in sight, but others release even worse nasties to nibble at your feet! AMC is one game that I will be playing for some time. Go on, be a devil and buy a copy - you won't be disappointed.

93%

Dynamic
■ £9.95/£14.95 ■

Having entered into orbit round the planet Dendar you are woken from hypersleep. You are a member of the AMC (Astro Marine Corps, armed with a heavy duty assault rifle, and are about to be dropped onto the planet to fight the diabolical Deathbringers.

The Deathbringers are a gang of interplanetary pirates who wreak havoc wherever they land. The game splits into two sections. The first has you yomping up hill and down dale in search of the Deathbringers' ship and is played in a left to right horizontally scroll with plenty of deathbringing creatures after your hide. An Astro Marine support ship will occasionally drop supply cannisters to you, containing grenades, energy, shields and extra lives.

Once the end of level creature called Krauer is overcome, and you've gained secret access to the pirate ship, it's onto load two which takes you to the Deathbringers' planet. Your free passage to their hideout is not popular, and bloody battle ensues. This time your target is the Great Alien King, a huge pseudo-robot who breathes fire, and tough to kill.

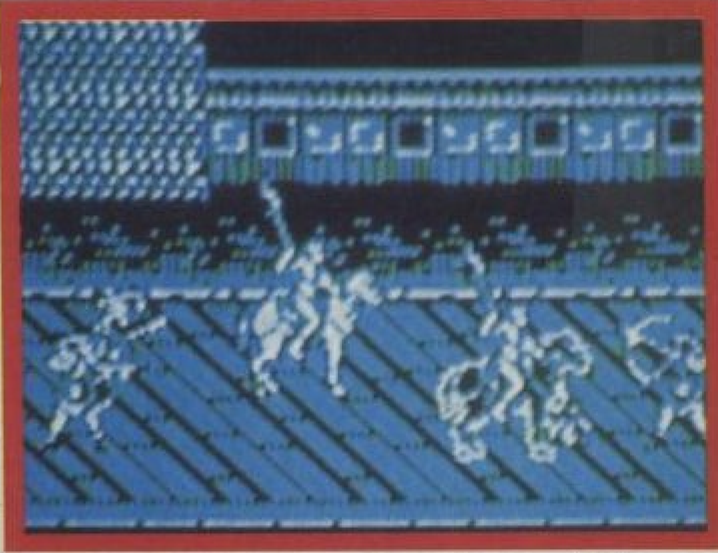
The most impressive part of *AMC* is the scrolling: multi directional movement is incorporated, giving a great feel of reality. It's a pity the colourful, but splodgy sprites aren't in the same league. The game is quite playable, the challenge is tough, but not frustratingly so. I just wish that as much attention had been payed to the looks as to the technical wizardry.

MARK 71%

A technically top notch blast-'em-up with a mixed reception.

RATING	
PRESENTATION	82%
GRAPHICS	80%
SOUND	84%
PLAYABILITY	81%
ADDICTIVITY	78%
OVERALL	**82%**

DYNASTY WARS



US Gold/Tiertex
■ £9.99/£14.99 ■

China, 184 AD: an unhappy time. A blood feud between the Han Clan and the Kai Clan has escalated into all-out war. The Hans are the good guys, but there are only four of their warriors left — and from there on boredom is just around the corner. The thing that strikes you first is the lack of colour — all graphics are monochromatic. The result is that the animated sprites are disastrously lost in the backdrops. Maybe Tiertex should be recommended to the army, they'd do a great job camouflaging vehicles!

NICK Dynasty Wars is one of those games that suffers from excellent presentation but has little playability. There are some really well drawn screens of the heroes you control, and great graphics in between the levels. The actual game sprites and backgrounds are another matter though: they're small, undetailed and all in cyan monochrome - yukk!

You have to strain your eyes to see what is going on, but you might as well not bother because it looks more like a circus act than a war! The horse you ride moves the same speed backwards as it does forwards, and when you try to shoot at someone the arrows or bullets go straight through them! A dire implementation of a coin-op shoot-'em-up variant.

50%

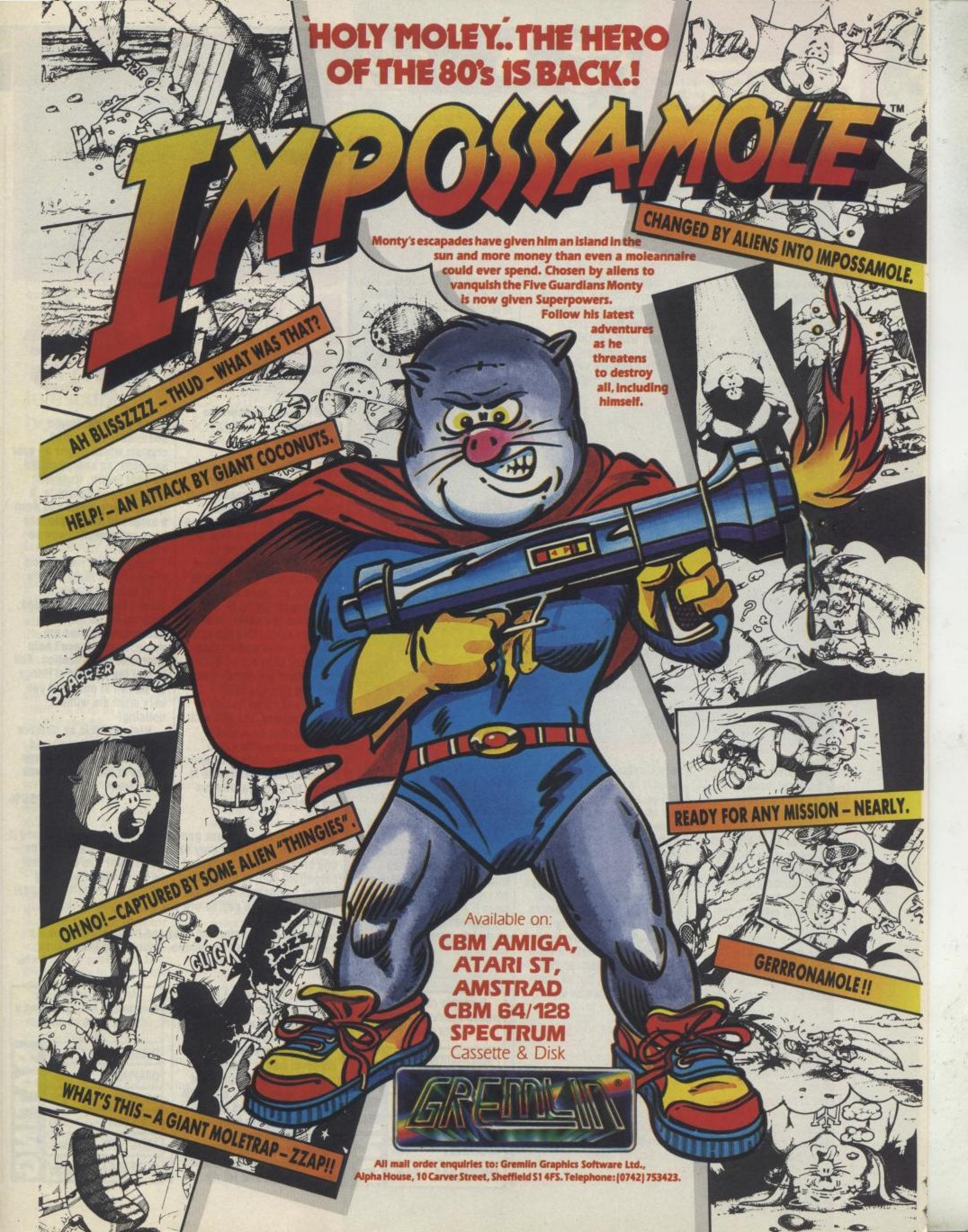
you're one of them! Choose which of the four you play, each with equally silly names: Shang Fei, Lui Bei, Kuan Yu and Shao Yun. Now mount your trusty steed and lay into the Kai hordes with your *R-Type* inspired weapon (ie the longer the button is held the stronger the blow). Six horizontally scrolling levels of enemy troops armed with lances, swords and bows await you, all punctuated by end-of-level Kai Generals to defeat.

Dynasty Wars kicks off with a promising start: a good intro tune and static portraits of the heroes. But The scrolling judders along and just adds to the 'why bother' feeling that emerges after thirty seconds play.

MARK 39%

A frustratingly unplayable conversion of a mediocre arcade machine.

RATING	
PRESENTATION	60%
GRAPHICS	58%
SOUND	71%
PLAYABILITY	43%
ADDICTIVITY	40%
OVERALL	**44%**



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CYBERBALL

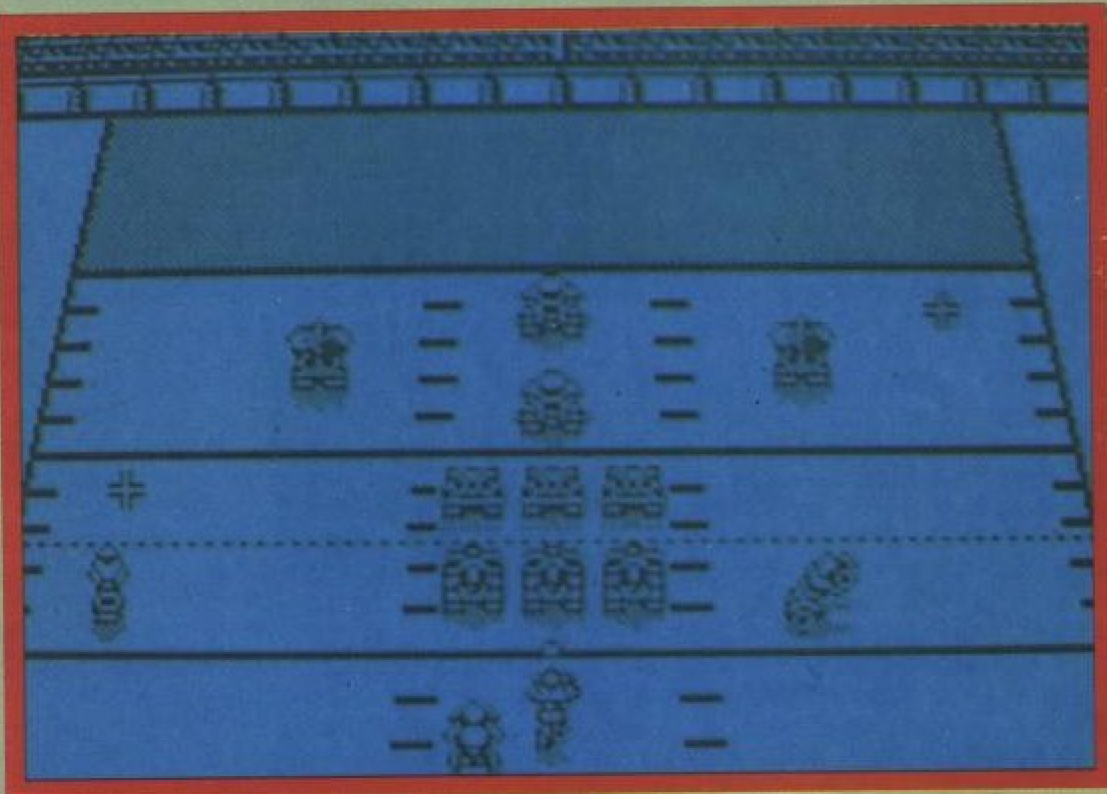
Tengen/Domark
■ £9.99/£14.99 ■

Early in the 21st century the game of Gridiron Football took a violent turn for the better/worse (whichever you prefer). Injured players had body parts replaced with bionics. With some players ending up with over 50% of their bodies replaced, the idea popped up to have all metal players! By 2022 huge robots over 20ft tall have replaced human players. It is into this futuristic battleground that you are thrown.

First pick a team. In practice mode choose between the Los Angeles Assassins or the New York Enforcers. Then move into pro mode with the San Francisco Hitmen, Chicago Killers, Miami Terminators and Dallas Destroyers.

If you watch Gridiron Football on Channel 4 on Sunday evenings you'll know what happens (this game is very similar). Each team takes it in turns to carry the ball up to their opponents' end zone to score touchdowns. The game starts with you being on the offensive. Choose from the menu of running plays, passing plays or option plays and one of four formations.

Time to play! An incentive to fast play and gaining that extra yardage is provided by the ball: 350 pounds of steel full of high explosive! This ball starts cool, but as play progresses becomes warm, hot, and finally critical. The only way to stop it exploding is to carry it over the de-fuse line. If you make it to the end or lose the ball you go on the defensive, similar to offensive play with a list of options appearing.



So go out there and cause some aggro! But hang on, this game is great in the arcades, but what's happened to it?. The small stick like robots judder round the pitch more like geriatric dormice than big butch machines. The title tune may be creditable, but from there on in it's all downhill! Programming on this obviously never made the end-zone.

MARK 38%

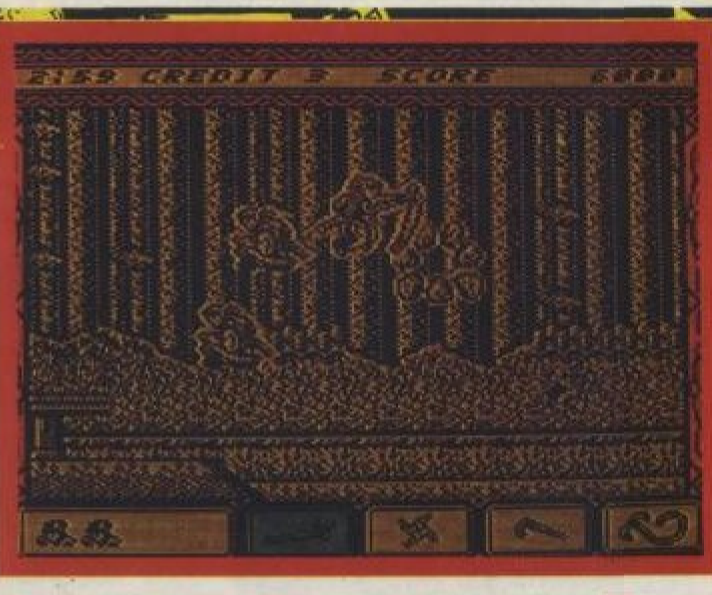
NICK Definitely not my cup of tea this: I couldn't stand playing it for more than ten minutes. It takes absolutely ages to load, alright if you're in for a real stunner, but not if you're greeted by naff futuristic American Football. Nothing against American Football, but I object when it's played at this speed: it's unbelievably slow. The robot players crawl about the screen in a generally annoying way and aren't even very well drawn. Graphics are mostly very poor, and in black and white too. Sound is equally bad with average tunes and the odd effect, including something I think was meant to be a crowd cheering.

45%

Geriatric robots in an arcade conversion balls-up with no ball

RATING

PRESENTATION	57%
GRAPHICS	45%
SOUND	65%
PLAYABILITY	50%
ADDICTIVITY	41%
OVERALL	**41%**



NINJA *SPIRITS*

Activision/Software Studios
■ £9.99 ■

Tsukikage (bless you) is a typical Ninja warrior, armed with razor sharp Katana sword, Shuriken throwing stars, dynamite and swirly blades on a chain. With these he sets out to destroy an evil Warlock and his henchmen. Tsk (as he is known to all those who run out of breath trying to pronounce his name) is no ordinary Ninja: he's the spirit of a white wolf who's taken on human shape.

Tsk starts his monumental six-level trek in a ruined temple and faces hordes of Ninjas, wolves, old gits with swirly blades on a chain. With these he sets out to destroy an evil Warlock and his henchmen. Tsk (as he is known to all those who run out of breath trying to pronounce his name) is no ordinary Ninja: he's the spirit of a white wolf who's taken on human shape.

Tsk starts his monumental six-level trek in a ruined temple and faces hordes of Ninjas, wolves, old gits with sticks and a myriad end of level bad guys in haunted forests, swamps and vertically scrolling cliff faces. Choose between the four weapons and let rip.

Some of the destroyed enemies leave behind crystals which power up your weapons: an energy shield for your sword, multiple Shuriken and dynamite, a larger swirly blade and even a couple of Ninja Spirits to keep you company can be collected.

Aaagh, pass me the sun shades! This romp suffers from some of the worst screen clutteritis ever seen. Both character and background sprites are mono, which doesn't help character identification. Add to that the amount of things on screen at once and you very often die without noticing!

Ninja Spirit is an obscure coin-op game that should have been left in the dingy corner of the arcade it was taken from.

MARK 55%

NICK One of those games which might be quite good if you could only see what the hell was going on — one of the worst examples of screen clutter I've ever seen! Large(ish) sprites jump about on a highly detailed yukky yellow monochrome oriental background. Evil killers appear all over the place and before you know it you're dead! Tedious.

Only for fans of strained eyes and headaches: there's a good game in here somewhere, finding it is the problem.

61%

An average coin-op conversion hiding behind a deadly dose of screen-clutter.

RATING

PRESENTATION	67%
GRAPHICS	52%
SOUND	60%
PLAYABILITY	51%
ADDICTIVITY	54%
OVERALL	**58%**



BLOODWYCH

Imageworks
■ £9.99/£14.99 ■

A long time in the planning, *Dungeon Master* inspired *Bloodwych* finally appears on the Spectrum. One of the oldest legends of Trazere is the story of the Bloodwych, a secret order of psychic mages. For many aeons they ruled over the city of Treihadwyl, meting out punishment and reward to the citizens and communing with the elements on their behalf.

One day Zendick, second in power only to their leader Grand Dragon, decided to renounce the Bloodwych and practice black magic: he banished all his Bloodwych brothers to an astral plane. Now sole master of Treihadwyl he transformed the city. Dark and evil creatures of the night appeared and five towers were built to house energy sucking crystals which Zendick used to kill the land. But the immortal Bloodwych mages weren't finished yet. The spirits of two were sent to find sixteen worthy warriors to destroy the evil power. You (and a friend) play one of the spirits controlling the warriors who must recruit reinforcements and then collect four crystals from as many towers, take them to the fifth tower and destroy Zendick.

From the character selection screen choose a team of four from 16 warriors. Four psyche types indicated by a different card suit are on offer: Spades (fighters), Clubs (mages), Hearts (adventurers) and Diamonds (assassins).

Movement as all other functions is controlled by icons, but only the elected leader (with a box round his character icon) can call the shots. Zendick's creatures wander the maze of corridors that make up the towers. Energy is lost if your characters are hit by them, but weapons either carried or picked up in the maze can be utilised. Exploration is really the aim of this game, and interacting with characters met. Though slightly tedious tromping through miles of samey looking corridors, this should provide good entertainment for those interested in RPGs. The icon layout is a bit difficult to control, with full mastery needing a lot of practice.

MARK 72%

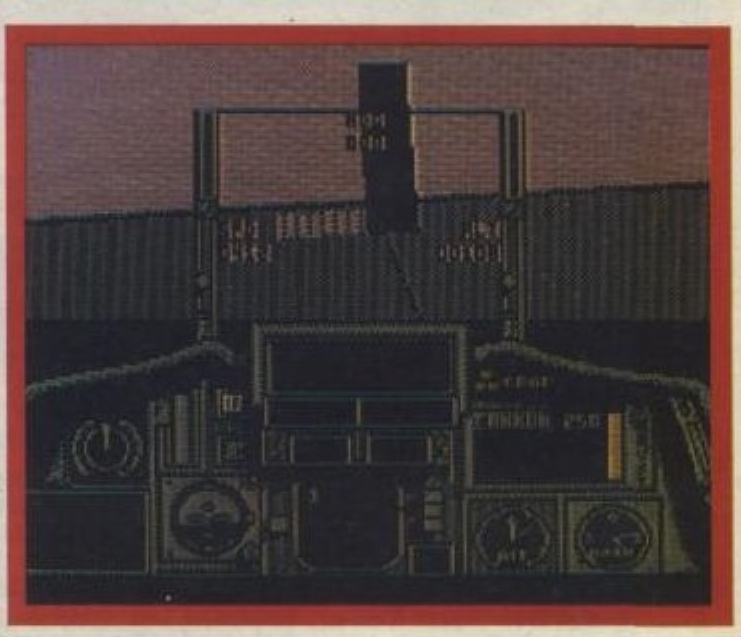
NICK Bloodwych is a real challenge. You can spend hours exploring the game and interacting with the characters you come across — the trouble is that most of them only want to kill you! The control method is a little confusing at first, you do it all by moving a pointer around the screen and selecting the options to move, go into an inventory, fight, etc. This takes time and while you are moving the pointer the other character can be stabbing you! Moving around the game is awkward too but you soon get used to it.—The way all the options are laid out on-screen is bad on the eyes, all tightly packed together and in different colours, so playing for long periods results in a bad headache. It's worth it though: I had great fun roaming around, finding keys and opening all the doors. Bloodwych has a lot of depth and is worth spending some time with.

79%

An absorbing collect/slash-'em-up that will keep mappers happy for a long while.

RATING	
PRESENTATION	78%
GRAPHICS	80%
SOUND	72%
PLAYABILITY	79%
ADDICTIVITY	81%
OVERALL	**75%**

FIGHTER BOMBER



Activision
■ £9.99 ■

A flight sim about fighter bombers this, with much touted 3-D graphics. You're a pilot after the coveted Curtis LeMay Bombing Trophy and can choose from the McDonnell Douglas F-4E Phantom, the Panavia Tornado IDS, the Saab AJ37 Viggen and the MiG-27 Flogger: each plane has its advantages and disadvantages.

Several 'missions' must be flown: Covert, Tactical, Strategic and Offensive. Within these missions are four 'operations' to complete to win the cup: Operations Sleeper, Spearchucker, Big Bird and Molestrangler. For realism a range of 'enemy' craft try to stop you from completing the course.

3-D representations at the start are nice, but multi-load strikes you down very quickly. The shaded 3-D landscape graphics are pretty impressive too. As with many sims a lot of practice is needed, specially to complete the later missions. A reasonable flight simulation for aficionados.

MARK 75%

NICK At first, Fighter Bomber seems quite promising. The plane selection section has some really good full-colour aircraft pictures and a 3-D option shows your plane spinning around in the air. Then you discover multi-load (arrghh!). You stop and start the tape so often before start of play, you wonder if it's worth it. Once in you get a cockpit view, looking down onto a shaded landscape. Small lines amongst all the shading are supposed to represent roads and rivers - I can't quite see it myself. The thing worth looking at is the aircraft you're flying: you can jump out of the cockpit (not literally) and fly about the plane impressing yourself with the 3-D effect — it's quite good, to be honest. The actual missions you have to perform get so lost in the hype over the glorious 3-D that you haven't got a clue what you're supposed to be doing when you start. Graphically, Fighter Bomber will please all flight simulation fans,, but the game hasn't had any lasting effect on me.

70%

A graphically pretty and competent 3-D flight sim for the technically minded.

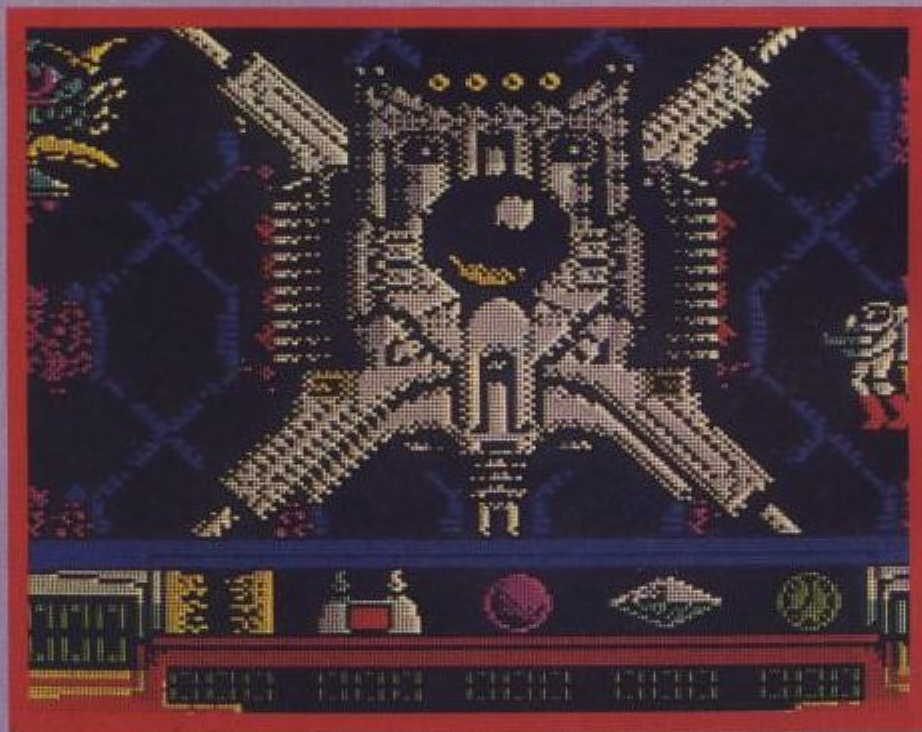
RATING	
PRESENTATION	81%
GRAPHICS	84%
SOUND	56%
PLAYABILITY	60%
ADDICTIVITY	63%
OVERALL	**73%**


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NEXT MONTH

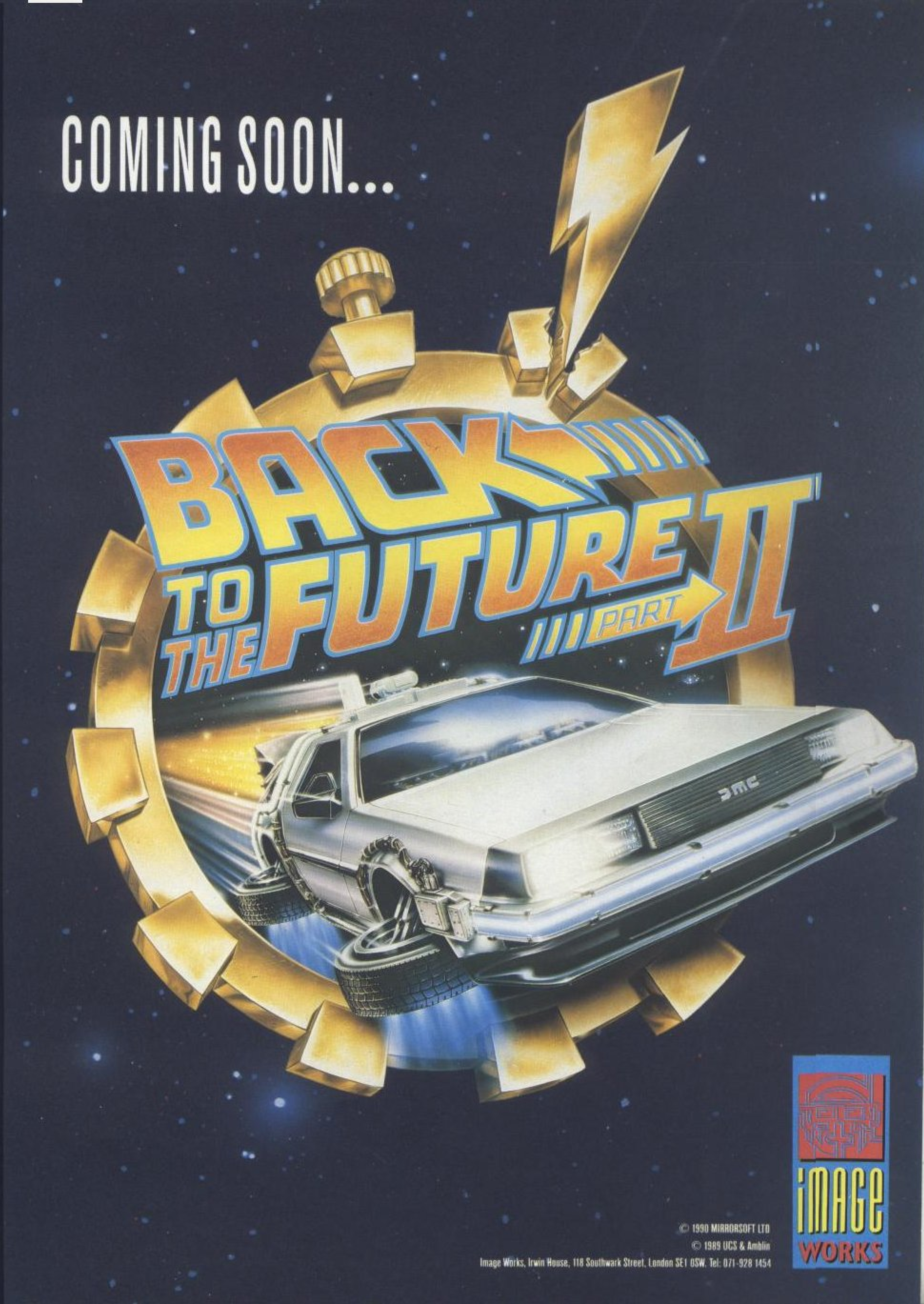
Prepare for an attack on your senses next month as CRASH launches the JULY issue on June 24! What's it got? It's got the flaming lot!!!

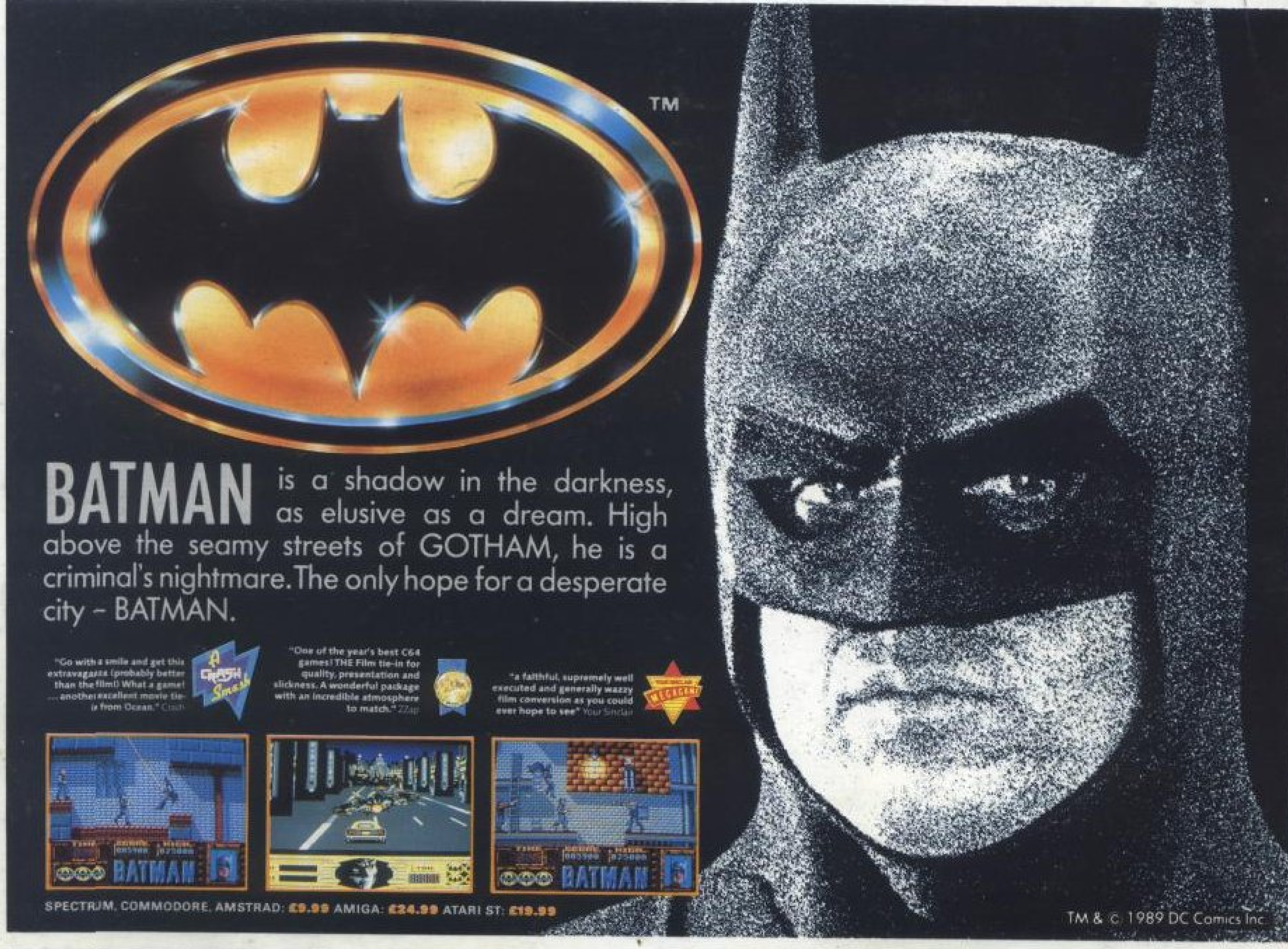
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